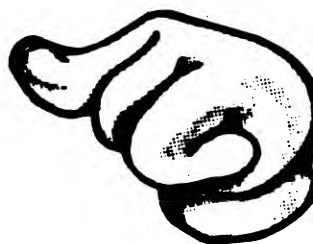




JACG DISK LIBRARY

How To Order



PROGRAM LIBRARY. The legendary JACG library contains programs to entertain, confound, amuse, delight, and assist you. These have been selected from member contributions and by exchange and contribution from other Atari clubs throughout the world. No program is warranted or guaranteed in any way by JACG or any other party, and JACG accepts no responsibility other than to replace at no charge any disk or tape found to be physically defective.

The library is public domain material. It is JACG library policy to not knowingly include in the library any commercial or copyrighted software, except by permission of the owner.

The library is organized into volumes for duplication purposes. While the software itself is considered free to members, and members are free to exchange or duplicate the software, we do charge for disks and tapes. These charges cover costs of media, wear and tear on the library tape and disk drives, and postage.

OBTAINING VOLUMES. The disk library is available at all JACG monthly meetings. Disks may be obtained in the lobby before each meeting. There is a charge of \$5.00 per volume (one disk of programs). We provide the disks.

TAPE VOLUMES. Some but not all of the library programs can be transferred to and will work on cassette based Atari systems. We have two tape librarians who attempt to provide volumes on that media. These volumes (one tape of programs) mirror the disk volumes, except omitting any programs that require a disk to operate. The charge is \$5.00 per tape volume. Owing to the difficulty of maintaining a full inventory on tape, you may have to take potluck, or ask for a specific volume to be custom duplicated for you, to be picked up at the next meeting.

BUT I LIVE IN ALASKA! Yes, we know. You can order disk volumes by mail. These are \$6.00 per volume. Send a check for the proper amount (not cash) made out to JERSEY ATARI COMPUTER GROUP and specify the volumes desired. Send to:

J.A.C.G.
c/o D.A. URSEN
47 Clover Lane
Randolph N.J. 07869

Do NOT send S.A.S.E or blank disks when with mail orders. The \$6.00 fee takes care of all that.

We DO NOT accept mail order requests for tapes at present. (The solution is to order the disk volume and then visit a friend who has a disk and copy over the programs to tape).

CONTRIBUTIONS to the library are very welcome. Don't be shy - if YOU think what you invented is neat, other members probably will too! Send in your creation on a disk. We'll return the disk with a couple of free programs and maybe some helpful advice on how to make it even more fantastic.

DOCUMENTATION AND ADVICE is the other service your library provides. If you are stuck on a programming or operational problem or need info about current hardware or software, feel free to give us a call evenings or weekends at (201) 895-2522. We have experience with or information on every programming technique, program, or peripheral that works on the Atari. JACG can't circulate documentation but we can answer questions or get you to someone who can.



JERSEY ATARI COMPUTER GROUP

DISK LIBRARY

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001	GAMES	12 GAMES
002	GAMES	9 GAMES
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004	GAME	1 ADVENTURE GAME
005	EDUCATION	10 THINKERS
006	EDUCATION	12 THINKERS
007	UTILITIES	28 HELPERS
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030	MUSIC	8 SONGS
031	HOME/BUSINESS	6 HOME BUSINESS
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046	GAMES	6 GAMES
047	PILOT	6 PILOT PROGRAMS
048	GAMES	4 GAMES
049	UTILITY	A TRANSLATOR TO 800
050	UTILITY	B TRANSLATOR TO 800

VOL.	TYPE	CONTENTS
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052	MUSIC	MUSIC ADV PLAYER
053	MUSIC	6 ADV MUSIC SONGS
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055	EDUCATION	9 THINKERS
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057	GRAPHICS	12 GRAPHICS UTILITIES
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061	GRAPHICS	5 GRAPHIC DEMOS
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076	GRAPHICS	PRINT SHOP PICS-1
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080	GRAPHICS	PRINT SHOP PICS-2
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083	GAMES	ANALOG 39
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085	GAMES	ANALOG 41
086	UTILITY	MAG ART INDEX 82-83
087	UTILITY	MAG ART INDEX 83-84
088	UTILITY	PRINT SHOP PICS-3
089	UTILITY	BASIC UTIL, RENUM ETC
090	UTILITY	TURBO BASIC, ML DOS
091	UTILITY	TURBO BASIC FRACTILS
092	GAMES	5 GAMES

J A C G Disk Library Listing

		DISK volume 001		GAMES 001	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
001 SLOT	simul	BASIC	graphic working slot machine	16k BAS	basic load
SLOTS	simul	BASIC	fancier slot machine	16k BAS	basic load
STARTREK	simul	BASIC	shows payoff/hit ratio for various combinations. Accepts 1-5 "coins" and keeps track of running bankroll total. Good example to study for use of basic plotting commands and user input. classic computer battle game	16k BAS	basic load
STAR	--		well done game of captaining the starship ENTERPRISE in pursuit of enemy KLINGON warships. Seven commands include phasers, shields, navigation, sensors		
BARRICAD	arcade	BASIC	data file used by STARTREK program	16k BAS	basic load
MATE2	arcade	BASIC	2-PLAYER GAME each player tries to block opponent from moving. first player to hit barricade loses. onscreen scoring.	16k BAS	basic load
BOING	arcade	BASIC	2-PLAYER GAME like BARRICAD, but different sound effects	16k BAS	basic load
CIVILWAR	simul	BASIC	1-PLAYER catch keep trampoline under bouncing Barney. Good action and graphics. 10 skill levels.	16k BAS	basic load
NITEMARE	demo	BASIC	1-PLAYER economic simulation win battles, decide on relative funding to spend on food, paymaster, ammunition, then choose tactics to suit. Will your army be loyal or desert in heat of battle? Similar to KINGDOM from APX	16k BAS	basic load
ALIEN	arcade	BASIC	a software practical joke run this and at first nothing seems to have happened. But your Atari now has a personality of its own. It may not do what you command, if it doesn't feel like it. Shades of HAL from the movie 2001.	16k BAS	basic load
BLACKJACK	simul	BASIC	1 or 2 PLAYER shoot at alien rockets	16k BAS	basic load
LANDER	simul	BASIC	the card game, with good graphic cards	16k BAS	basic load
			enter 0 or 1 or 2 for number of cards to be hit with)		
	simul	BASIC	simple game of landing lunar module	16k BAS	basic load

		DISK volume 002		GAMES 002	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
002 VEGAS	simul	BASIC	4-player slot machine graphic game	16k BAS	basic load
HORSERAC	simul	BASIC	graphic horse race with betting	16k BAS	basic load
MISSILE	arcade	BAS/ML	multi player race. pick your horse and place your bets. then watch the action as all horses trot across the screen. BAS/ML forerunner version of missile command	16k BAS	dos load then basic load
CUR.OBJ	--	ML	type DOS to enter disk menu, then select menu item 'L' and load file CUR.OBJ. then select item 'B' to enter basic and type RUN"D:MISSILE"		
SNASH	graphic	BASIC	machine language (object) file for above	16k BAS	basic load
TTT	graphic	BASIC	car racing game with keyboard control	16k BAS	basic load
CLEW50	simul	BASIC	you control and maneuver graphic racing car through its course by keying numbered commands	16k BAS	basic load
DOG5ITE	simul	BASIC	tic-tac-toe, play against the computer	16k BAS	basic load
STARWAP	simul	BASIC	computerized murder mystery	16k BAS	basic load
DOG6IES	simul	BASIC	in this game derived from the board game of CLUE, you play the famous inspector CLEW50. ask questions of suspects to obtain clues. the computer takes the role of all suspects and also provides you with floor plans of the building where the crime occurred.	16k BAS	basic load
	simul	BASIC	deliver the mail in a dog-loving town	16k BAS	basic load
	simul	BASIC	you are a letter carrier in the town of GNAWVILLE, which has a severe dog-bite problem. choose your actions to minimize your personal damage while still getting the mail through to 10 destinations. This is a text game.	16k BAS	basic load
	simul	BASIC	an elaborate STARTREK like game	16k BAS	basic load
	simul	BASIC	pilot the starship Enterprise in search of the Klingon empire. And the crew is all there too! 20 commands receive acknowledgment and advice from the shipboard characters - SPOCK, BONES, SULLY, SCOTTY, etc.	16k BAS	basic load
	simul	BASIC	a mathematic puzzle gone graphic	16k BAS	basic load
	simul	BASIC	this well done graphic game is enjoyed by even three year olds for the colorful barking, tail-wagging dogs. But for the older set, this is a puzzle based on the famous TOWER of HANOI. the trick is to move all the blue dogs to where the yellow dogs are, and vice-versa, by moving only one at a time. Move a dog by using a joystick to move the sliding bone beneath him, then press the button, the doggie can move to an adjacent empty spot, or jump over one other dog to an empty spot. But he can't jump over two adjacent dogs. The puzzle can be solved in fifteen moves.		

		DISK volume 003		GAMES 003	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
003 ELECTRIC	simul	BASIC	the life of an electric power company	16k BAS	basic load
TREASURE	graphic	BASIC	think it's easy to run a power company and turn a profit for the stockholders while keeping the consumers satisfied? Well, just try it! Here is a pretty complete simulation of all the things that a busy executive would have to cope with. Can you hack it? a cute adventure type graphic game	16k BAS	basic load
LANDER	simul	BASIC	on a graphic map of an island, you attempt to locate treasure and avoid unseen perils using keyboard directional commands. very well done Lunar Lander game	16k BAS	basic load
ALIEN	arcade	BASIC	the simulation graphics even include, if you can land safely, an animated moonwalk and planting of old glory.	16k BAS	basic load
BOWLING	graphic	BASIC	a basic language MISSILE COMMAND game	16k BAS	basic load
RUNAWAY	graphic	BASIC	joystick moves bowler; button throws.	16k BAS	basic load
SEARCH	graphic	BASIC	aircraft landing simulator	16k BAS	basic load (needs paddles)
GALLERY	arcade	BASIC	numeric keys and paddles control the aircraft on its approach. If you have a basic compiler, try compiling this program for faster action.	16k BAS	basic load
MURCHERS	arcade	BASIC	a treasure search game using key cmds	16k BAS	basic load
	arcade	BASIC	shooting gallery with moving targets	16k BAS	basic load
	arcade	BASIC	a chase game using p/m graphics	16k BAS	basic load

		DISK volume 004		GAMES 004	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
004 ADVEN	adventur	BASIC	the classic dungeon explorer game	16k BAS	autoruns

As provided, this is a very nice text adventure game in a complex of dimly lit caves and dank passages, using the conventional two-word command vocabulary such as GO NORTH, OPEN DOOR, HIT MONSTER, etc. The game provides its own, spooky gothic character font. Try to get through this adventure 'alive', I DARE YOU!

What is incredible about this program is that besides the original adventure, you can add your own features, or even design your own complete scenario and then play it. And you don't have to know any BASIC programming at all -- just a simple few prompted commands.

J A C G ran a contest in 1983 to see who could be the most creative in using this very program to build their own adventure. Another volume in our library includes the contest winner - a dungeon? No! A faithful re-creation of Victorian London with Sherlock Holmes racing through fog-shrouded gaslit streets on a mission of rescue. Does that give you an idea of what you can do with this program?

To explore the creative side, load the program but don't run it. type 100 and return to delete the line that ordinarily enters the game mode. When you RUN, you'll get a prompt `is data disk in?` insert a blank but previously formatted disk, type y and return. You'll get a prompt `?` on the next line. type in backslash and the word new, i.e. \NEW and the program will know you are starting a brand new scenario.

The backslash (notice it is \ not /) is the secret prefix that makes the program recognize words as editing commands instead of acting on them. This works even while you're playing a game, so that you can look at its innards to correct or improve or add to the scenario as you are playing it to test it out.

Some of the backslash editing commands are explained in a help file that is included on this volume. Just type RUN"D:HELP" to read them. This tells you enough to create and link together your own scenario 'rooms'.

If you are serious about wanting to build your own adventure, J A C G has available from the library copies of the full instructions that were provided for the 1983 contest. This is a complete package that tells everything there is to know about all legal commands, explains the proper step-by-step sequence for using them, and goes beyond to explain how to modify sound effects and other aspects. a full commented listing of the complete program is included in case you wish to refer to it. Ask for the ADVENTURE PROGRAM DOCUMENTATION PACKAGE.

			DISK volume 005		EDUCATIONAL 001	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD	
005 ELLIPSE	math	BASIC	draws ellipse for chosen x,y coords	16K BAS	basic load	
			x value must be < 6.95 and y < 3.95. the program will fit an ellipse to the given parameters and draw it on screen			
ETCHSKCH	art	BASIC	joystick driven drawing in GR. 8 mode	16K BAS	basic load	
MAGIC	words	BASIC	a letter-substitution guessing game	16K BAS	basic load	
BATCH	computer	BASIC	guessing game of computer phrases	16K BAS	basic load	
OCTADRAW	art	BASIC	drawing in 8 directions at once	16K BAS	basic load	
SIMON	music	BASIC	this program allows joystick controlled drawing producing unusual	16K BAS	basic load	interesting pattern effects
SPY	math	BASIC	duplicate progressive chord patterns	16K BAS	basic load	
TOWERS	math	BASIC	figure location of 4 spies on xy grid	16K BAS	basic load	
MATCHES	math	BASIC	towers of hanoi mathematic puzzle	16K BAS	basic load	
APTITUDE	challenge	BASIC	like NIM puzzle. take away matches	16K BAS	basic load	
	words	BASIC	to see who is forced to pick up last matchstick. player can only take 1,2, or 3 per move.	16K BAS	basic load	
PRICE	math	BASIC	quiz to recognize clues to phrases	16K BAS	basic load	
			this is a cute aptitude 'test'. pick out hidden words/phrases based on graphic and word clues.	16K BAS	basic load	
LIGHT	science	BASIC	similar to price is right quiz game	16K BAS	basic load	
			this quiz is based on atari equipment as the objects. it is easy to modify to any objects you'd like to use.	16K BAS	basic load	
MATH2	shows laws	BASIC	of physics: refraction, reflection, etc via graphic illustration of each situation	16K BAS	basic load	
	math	BASIC	5 computer-performed math functions	16K BAS	basic load	
MATHDRIL	the concepts	BASIC	included here are geared for high school level	16K BAS	basic load	
MATHPKG	math	BASIC	good drill for gradeschool +-/ * 16K BAS	16K BAS	basic load	
			includes lowest common denominator, prime factor of integer, linear interpolation, quadratic roots, simultaneous equations, permutations and combinations	16K BAS	basic load	
STATES	geogrp	BASIC	states and capitals quiz/drill	16K BAS	basic load	
AMERICAS	geogrp	BASIC	states and capitals quiz/drill	16K BAS	basic load	
			includes states/countries of North, Central, and South Americas and their capital cities.			

			DISK volume 006		EDUCATIONAL 002	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD	
006 METRICS	math	BASIC	metric-U.S. conversion of measures	16K BAS	basic load	
			converts metric system quantities to english system equivalents and vice versa. handles length, weights, volume, temperature measures.			
ASTRONOM	science	BASIC	figures out astronomical date & time	16K BAS	basic load	
			computes greenwich time, julian date, local sidereal time			
SPELLING	english	BASIC	spelling bee - using your word list	16K BAS	basic load	
			custom tailor this game to use whatever vocabulary words you prefer. Nice graphic and sound effects accompany it			
SIMON2	music	BASIC	match tune sequence using joy stick	16K BAS	basic load	
PRICE	math	BASIC	price is right game using math items	16K BAS	basic load	
			illustrates decimals and ranges, higher and lower numbers			
NUMBERLI	math	BASIC	recognition of values in number lists	16K BAS	basic load	
MULT	math	BASIC	multiplication drill. good graphics	16K BAS	basic load	
CIPHER	math	BASIC	routines for encoding/decoding text	16K BAS	basic load	
MAGBLK	math	BASIC	arithmetic drills	16K BAS	basic load	
PREMATH	math	BASIC	teach preschoolers to count	16K BAS	basic load	
			good graphics, also includes subtraction concepts			
GEOQUIZ	geogrp	BASIC	computer tries to guess your country	16K BAS	basic load	
			a neat twist on learning. You think of a country or city, the computer will ask you a series of questions about it. if you know enough about the characteristics of your choice - its environment, hemisphere, climate, neighboring countries, etc. and make no mistakes in your answers, the computer should be able to zero in and guess your secret answer.			
MATHED	math	BASIC	drills on arithmetic: + - / *	16K BAS	basic load	
			can be tailored to grade level -- easy to difficult problems.			

			DISK volume 007		UTILITIES 001	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD	
007 MENU.SYS	HUMAN	BASIC	automatic menu select and run program	16K BAS	autoruns	
			make it easy for your family and others to start up the computer and get a program running. place this program on a disk with other programs of your own. when the disk and computer are powered up, a menu.			

will automatically appear listing all available programs on the disk. just by typing in its number any program will be loaded and run. (of course this only works with basic programs and requires the basic cartridge be inserted when the machine is turned on, the companion file AUTORUN.SYS also included on this volume must also be present on the disk where MENU.SYS resides.) A real convenience item.

HELP	HUMAN	BASIC	reads and displays pages of help info	16K BAS	basic load
			make disks that contain their own user manuals and get rid of all those paper notes and instructions. help files created by the HELPHWT program are stored on the disk as text. the HELP program calls them up and displays them neatly page by page on the screen so you can read them at your own pace.		
HELPHWT	HUMAN	BASIC	creates help files for use by HELP	16K BAS	basic load
DAYOWEEK	PGMM6	BASIC	given date, figures out day of week	16K BAS	basic load
DECIDUMP	DEBUG	BASIC	show memory contents on screen	16K BAS	basic load
			displays current contents of selected areas of memory formatted in two columns with each memory address and corresponding value in odd/even format		
DISASM	DEBUG	BASIC	disassemble machine code to assy lang	16K BAS	basic load
			essential if you are learning assembly language or trying to figure out how a piece of machine language works. this program takes the raw contents of a selected area of memory and does just the opposite of what an assembler program does. it tries to convert the binary machine language back into (somewhat) understandable 8502 assembler language mnemonics so you can see what it is intended to do.		
DISKTAPE	DISK	BASIC	makes a backup of whole disk to tape	16K BAS	basic load
			tapes are slow, but cheap compared to floppy disks. here is an easy way to archive a spare copy of all your basic programs on a cassette instead of wasting a disk for that purpose. just start up this program and go have a coffee break. when you come back all files will be duplicated on a CLOADable tape in case you someday clobber the disk copy.		
HEXADEC	DEBUG	BASIC	converts hexadecimal to decimal	16K BAS	basic load
MODEM	MODEM	BASIC	for use in telephone communications	16K BAS	basic load
			specify a number and get equivalent. converts both hex-dec and dec-hex.		
			this program and a modem gives you a smart terminal for dial access to remote computers such as J A C B bulletin board or THE SOURCE. Files can be received and automatically saved in memory then dumped to a disk file. We have fancier modem programs on other volumes, but this one does the basics to get you online.		
SUPERCMP	HUMAN	BASIC	compares two files for difference	16K BAS	basic load
			save your eyes. given two listings, this program finds all lines that are different. works on data files or program listings.		
LABELDSK	HUMAN	BASIC	prints paper label disk directory	16K BAS	basic load
			automatically reads directory of a disk and creates a small condensed version neatly formatted on your (Epson) printer. cut it out and it will paste on disk or slip in its jacket for easy reference.		
SCREENPR	HUMAN	BASIC	print screen results	16K BAS	basic load
			grabs whatever is on screen and prints it. this is not a graphics dump. it is useful when you are peeking or printing things onscreen using chr\$ or other direct statements, and would like to be able to print the results or values you have obtained. You could also renumber, list, and ENTER this code into one of your own programs to provide a screen dump option while that program is running.		
EXAMINE.UTL	DISK	BASIC	display contents of disk sectors	16K BAS	basic load
			neatly formatted display of a disk's directory and data contents, sector by sector		
TVTEST	HARDWARE	BASIC	colorbars/crosshatch for adjusting tv	16K BAS	basic load
AUTORUN.BLD	HUMAN	BASIC	makes any basic program self-starting	16K BAS	basic load
			this is a simple way to make DOS execute a particular basic program such as a menu every time you power up. You can specify any name you want and that program will be loaded and run without having to do anything but put in its disk and turn on the computer.		
VARIABLE.LST	DEBUG	BASIC	list all variables used by a program	16K BAS	ENTER'D:VAR*.LST'
			once you mention a variable in atari basic, it is forever there taking up memory unless you list and reENTER. it saves memory to remember what you've already used so you don't create unneeded extra variables. ENTER this program and it appends to the bottom of a previously loaded basic program. execute this code by a direct GO10 to its first line and it will display all currently defined variables. when your program is all finished and working, you can delete the unneeded lines.		
UPDNLOAD	MODEM	BASIC	for telephone communications	16K BAS	basic load
			a modem is required. capable of both upload (sending) and download (receiving) of disk files.		
MENDUMP	DEBUG	BASIC	prints memory contents in HEX & ASCII	16K BAS	basic load
HEXLOAD	PGMM6	BASIC	converts hex code to BASIC DATA stmts	16K BAS	basic load
			very handy aid if you are entering values for character definitions or machine language routines that are to become part of a BASIC program. with this, the result is a file that you can easily merge into your basic code via the ENTER command		
DISKDUMP	DEBUG	BASIC	disassemble all files from disk	16K BAS	basic load
			reads a binary file stored on disk and converts it back to assembly language and also to hex, decimal and character values for each byte in the file. has option to dump to printer or screen.		
OBJCONV	PGMM6	BASIC	converts binary file to basic string	16K BAS	basic load
			very efficient storage of machine language subroutines or character set data in basic programs can be obtained by poking it into strings instead of storing it as data statements that must be poked into memory and then sit around taking up space. this program takes a saved data or ml program file and produces the equivalent in basic string format for easy inclusion in your basic program.		
INTERFACE.INO	MODEM	ML	fixes a bug in 850 interface	16K	dos load
			an unspecified bug is corrected if, after booting the computer and 850 interface unit driver, you use the dos L command to load this file also. this performs a patch to memory fixing up the bug that is in the atari 850 rs232 driver code.		
MENU	HUMAN	BASIC	a different looking autorun menu	16K BAS	basic load
DUPL	DISK	BASIC	duplicate all non-DOS files	16K BAS	basic load
			use AUTORUN.BLD to set up a matching autorun file that will trigger this off at power-up time.		
COPY	DISK	BASIC	copy specified file from disk to disk	16K BAS	basic load
			this program is faster than the dos DUF command if all you want to do is make a backup copy of the program files and do not need a complete second disk.		
PRINT	PRINT	BASIC	prints a file without leaving basic	16K BAS	basic load
			this is handy if you want to backup a particular file, since you can do it without having to leave and reenter BASIC.		
MOD2	MODEM	BASIC	yet another modem program version	16K BAS	basic load
			this is a timesaver for printing short files that a prior program run has created on disk. Now you don't have to exit BASIC to copy them to P: This is for data files and text. it won't print a SAVED (tokenized) basic program, though it will print one that has been LISTed to disk.		

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
008 SHOOT.UBJ	arcade	ML	shooting game like 2600VCS COMBAT cart	16k	dosload
008 STARNER	simul	BASIC	Star Merchant - amass wealth in space	16K BAS	basload

as proprietor of interstellar trading vessel, try to get rich shuttling strange cargoes among planetary markets. in this text game you have to also watch out for little things like asteroid collisions and

008	LUNAR	space pirates, simul	BASIC	attempt to soft-land lunar module	16K BAS	basload
008	PLUSZERO	this version is interesting in use of P/M graphics for ship and rocket exhaust trail	arcade BASIC	very fast action arcade game	16K BAS	basload
008	TIMETRIL	this game avoids violent shooting. the object is to merely touch the moving targets. instructions are included.	arcade BASIC	auto rally with graphics.	16K BAS	basload
008	GOMOKU	graphic	BASIC	intriguing graphic oriental checkers	16K BAS	basload
008	FURTRADE	in this popular Japanese game, which is to the game of GO as checkers is to chess, you play against the ATARI simul	BASIC	role-play a Canadian frontiersman	16K BAS	basload
008	RUSSROUL	this is a text game. you try to gather pelts and get them past indians and other hazards to the trading forts.	demo BASIC	russian roulette via computer	16K BAS	basload
008	ARTILL	see if you can add in some graphics and sound to this skeletal program for truly impressive effects. this is a good program to study and tinker with if you are just learning BASIC.	graphic BASIC	2-player game. a cannon fight	16K BAS	basload
008	NUKE	try to adjust your elevation and powder to compensate for changing wind direction and strength. fun for everyone	simul BASIC	a nuclear reactor plant in meltdown	16K BAS	basload
008	YATZEE	this is similar to ATARI's SCRAM program. it displays a good graphic drawing of a reactor plant. then the action starts. you enter numbers from 1-100 to adjust control rod settings, primary and secondary coolant flow systems. program gives continuous readout of reactor temperature, power output, etc. the object is to keep things running with appropriate actions as a series of little emergencies threaten to escalate. if you fumble, you may be the cause of a meltdown.	graphic BASIC	computerized version of the game	16K BAS	basload
		several players can play the usual game with the computer taking care of all the dice and pencil work. good graphics and sound features.				

DISK volume 009 GAMES 006

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
009 GOLF	graphic	BASIC	game of golf with graphics and sound	16K BAS	basload
009 SYDPOKER	graphic	BASIC	5 card stud poker against the ATARI	16K BAS	basload
009 KINGDOM	simul	BASIC	role-play the ruler of a kingdom	16K BAS	basload
009 STARBASE	arcade	BASIC	joystick game. defend base in space	16K BAS	basload
009 PINBALL	graphic	BASIC	you can shoot laser beams in 4 directions against masses of oncoming ships that come at your central base from random directions. play gets faster as it proceeds.	16K BAS	basload
009 MONOPOLY	graphic	BASIC	multiple-player version of board game	16K BAS	basload
009 LUNARLND	simul	BASIC	graphics are used well in displaying the elements of this computerized version of the classic board game.	16K BAS	basload
009 BOMB	graphic	BASIC	paddle-driven version of moon lander	16K BAS	basload
009 BALISTIC	graphic	BASIC	stop oncoming missiles with laser	16K BAS	basload
			2-player game. cannon battle	16K BAS	basload
			joysticks control angle and powder loads of cannons arcing shots over a central mountain. clobber the opponent before your cannon gets a shot lobbed on top of it. this version is well done with graphics and sound.		

DISK volume 010 GAMES 007

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
010 FAILSAFE	simul	BASIC	nuclear reactor plant simulation	16K BAS	basload
010 FOOTBALL	graphic	BASIC	similar to ATARI SCRAM program. you manipulate the control panel of a nuclear power reactor. try to achieve maximum power output without accidentally causing the plant to go out of control into a meltdown	16K BAS	basload
010 CHICKEN	arcade	BASIC	your team pitted against computer's	16K BAS	basload
010 ROBOTWAR	graphic	BASIC	you have a choice of 20 separate plays for offense or defense. program then graphically moves the players and describes the action by text printout on th screen.	16K BAS	basload
010 ENEMY	graphic	BASIC	favorite program for adults and one that three and four year old kids love to play because of the color, action, and sound. fast action via p/m graphics. you score by moving the squawking chicken across six lanes of traffic without getting hit. then the program advances a level and traffic becomes heavier. get hit, and the traffic eases up. a little to give you a fighting chance. after seven crossings, you get bonus time. the feature of self-adjusting the difficulty to match the player's skill is the most appealing feature of this program (created by Stan Ockers).	16K BAS	basload
010 MISSILE1	graphic	BASIC	maneuver your man to avoid attackers	16K BAS	basload
010 FIVESTUD	graphic	BASIC	you play against the computer's onslaught of attacking robots. simple graphics.	16K BAS	basload
			enemy soldiers advance from left to right. your well placed shots will temporarily halt one column, but the others keep coming. how long can you keep them all from reaching you?		
			simplified version of missile command	16K BAS	basload
			you play five card stud poker vs cptr	16K BAS	basload
			very goo		

DISK volume 011 GAMES 008

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
011 LUNARLND	simul	BASIC	land lunar module on moon (joystick)	16K BAS	basload
011 SUBCOMND	graphic	BASIC	shoot rising mines to hit ships	16K BAS	basload
011 HAMURABI	simul	BASIC	simple graphics game. you control sub and must time your torpedoes to hit mines rising off sea floor so they explode beneath moving surface ships.	16K BAS	basload
011 CANNON	graphic	BASIC	simul govern the ancient kingdom of Sumeria	16K BAS	basload
011 GOLF	graphic	BASIC	try to keep the people happy and the kingdom prosperous by judiciously buying seed, planting land, and storing or distributing grain. if you miscalculate, the laws of economics will drive you to ecological ruin.	16K BAS	basload
			cannon duel 2-player game w/joysticks	16K BAS	basload
			players control opposing artillery units. adjust angle and velocity to make your graphic shots hit the opponent.		
			masters golf 1 or 2 players	16K BAS	basload

good graphics. for each shot you get to select type of club and direction of swing (direction: 10=N 20=E 30=S 40=W)					
011	BLASTER	graphic	BASIC	blast invading aliens	16K BAS basload
011	RICOCHET	math	BASIC	a game of logic and deduction	16K BAS basload
011	PROBOWL	graphic	BASIC	a nice graphic bowling game	16K BAS basload
011	SAUCER	graphic	BASIC	simple shoot game	16K BAS basload
011	NUMBATYL	graphic	BASIC	interesting number battle vs computer	16K BAS basload
011	MAZERIDR	arcade	BASIC	find your way out of 3d maze	16K BAS basload
a motorcyclist is stuck in a maze. can you get the cyclist out? you get an over-the-handlebars view of the walls approaching in 3D line graphics, with surprisingly fast action. options include a limited number of looks at a map of where you've already traveled.					
011	JUMP	graphic	BASIC	time parachute jump onto island	16K BAS basload
a tough little game using a joystick					
011	NEWDOORS	graphic	BASIC	open secret doors and find...monsters	16K BAS basload

DISK volume 012 EDUCATION 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
012 HANGQUOT	english	BASIC	hangman guessing of famous quotations	16K BAS	basload
012 WORLDCAP	geogrp	BASIC	capital/country/province drills	16K BAS	basload
program provides either search or quiz functions for capitals or just countries. Western hemisphere only.					
012 HANGMAN2	english	BASIC	hangman with 7 selectable word lists	16K BAS	basload
non graphic version, but you can choose from these categories: animals, foods, states, countries, toys, miscellaneous, and easy words					
012 SPEDREAD	english	BASIC	exercises for speed reading.	16K BAS	basload
practice by choosing words, phrases, short sentences, or full sentences to be flashed on screen at selectable exposure intervals. from 50 to 2500 words per minute. phrases and sentences are randomly constructed on the fly. this is a drill for recognition but not comprehension.					
012 GENLTEST	misc	BASIC	quiz using clever matching technique	16K BAS	basload
set up as a general knowledge quiz. the matching technique is the notable value here. you can tailor the provided program to any desired subject. you may also want to improve it by adding capability to detect a series of wrong answers and provide the correct answer to avoid user frustration					
012 HOMEWORK	misc	BASIC	drill program. enter your own content	16K BAS	basload
another modifiable program. you can add your own questions on any subject. you may want to improve it by adding features from GENLTEST program.					
012 MATHREV	math	BASIC	math review -- add, subtr, mult, div	16K BAS	basload
012 CHMISTRY	science	BASIC	chemistry rules and topics drill	16K BAS	basload
10 problems are given in each set. a perfect score yields a nice graphic 'reward'					
012 SCIENCE	science	BASIC	simple calculations of various types	16K BAS	basload
drills are provided for: element names, element symbols, radical names, radical symbols, oxidation states and solubility rule numbers					
012 HANGMAN	english	BASIC	very well done graphic version	16K BAS	basload
includes volumes, density, solubility, and fraction conversion. also a three number multiplication calculator					
012 HANGMAN.FNT	n/a	data	data for character set for HANGMAN		
012 HANGUPS	n/a	data	data file used by HANGMAN		

DISK volume 013 GRAPHIC/SOUND 001

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
013 APPLEATR	player/m	BASIC	DEMO - the Atari 'worm' eats an APPLE	16K BAS	basload
HORSE	charactr	BASIC	DEMO - galloping horse (redef chrset)	16K BAS	basload
HORSE.DAT	n/a	data	data file used by HORSE		
STAR	playfld	BASIC	DEMO - gr. 7 demo of random drawto	16K BAS	basload
DIATONIC	sound	BASIC	DEMO - random lines and tones	16K BAS	basload
STRNGART	playfld	BASIC	DEMO - kinetic string artwork	16K BAS	basload
GRAPH	playfld	BASIC	menu driven demo graphic 0,1-3,5,7,8	16K BAS	basload
CHU	player/m	BASIC	fast movement p/m routine via ml	16K BAS	basload
machine language routine is stored in a string constant. easy to list to disk then re- ENTER as part of your own programs					
SCENEMKR	playfld	BASIC	graphic drawing utility for backgrnds	16K BAS	basload
create and save playfield background scenes. joystick moves cursor and fire button plots a point, if in PLOT mode, or draws a line from last plotted point, if in DRAW mode, or triggers an area fill, if in FILL mode. keyboard commands with among modes. P=PLOT mode, D=DRAW, F=FILL, E=erase last plotted point, C=clear screen, 1,2,3,4=switch to that color register for plotting hue					
TRUCKS	playfld	BASIC	DEMO - joysticks 1-4 move trucks	16K BAS	basload
ADSRGEN.UTL	sound	BASIC	experiment with attack and decay	16K BAS	basload
vary attack(fade-in) and decay(fade-out) of sound. different keys produce different pitches. program routines can be added in to your own programs					
SNDTST.UTL	sound	BASIC	control 4 voices via joystick	16K BAS	basload
you can immediately hear what effects different combinations of pitch and distortion create. select 10 different sounds by keys 0-9 and 10 control modes can be selected by SHIFT 0-9. Joystick left-right affects volume, up-down affects pitch, and fire button alters distortion.					
SOUNDEFT.UTL	sound	BASIC	an editor for short sound effects	16K BAS	basload
build explosions, shots, booms, and beeps. it is not for long duration effects such as whistles. you control 4 voices. fire button switches between fast and slow adjustment. R key rotates among volume, distortion, and pitch to be affected by stick movement. the V key followed by 1 or 2 selects which voice to edit. you can generate a disk file with data for the finished sound effect. other options are detailed in the program.					
VIDISND.DEM	sound	BASIC	DEMO - visually accompanied sound	16K BAS	basload
RNDSCALE.DEM	sound	BASIC	DEMO - musical scales in random order	16K BAS	basload
LASER.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
handy basic sound effects routines. to add these into your own program, simply use the basic ENTER command to merge their numbered lines into the program you are writing or modifying. if you simply want to hear them, don't load a program, just ENTER from disk then RUN					
BOMB.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
BONG.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER

SIREN.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
EUSIREN.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
DIVEBOMB.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
LASER2.SND	sound	BASIC	sound effect - ENTER into any program	16K BAS	basENTER
PADDLES.DEM	player/m	BASIC	DEMO -paddle control of p/m objects	16K BAS	basload
BOX.DEM	playfld	BASIC	DEMO - playfield shading for 3D	16K BAS	basload
SPACEART	playfld	BASIC	DEMO - artifacting for GR.8 colors	16K BAS	basload
get 2 colors from a normally one color mode. artifacting means that if you plot 2 dots in a row in graphic mode 8 you get white, as usual, but if you plot only odd numbered or even numbered dots, you get two different colors. try it yourself. many arcade games use this method to get colors in high resolution graphics.					
MLDEMO1.DEM	playfld	BASIC	DEMO - color registers imitate motion	16K BAS	basload
this and the following 2 demos use a common machine language routine poked into memory and executed by a USK call from basic. this routine rapidly alternates the 4 color registers on the fly giving a sensation of movement. if you look closely you'll see that nothing is really moving.					
MLDEMO2.DEM	playfld	BASIC	see above - another demo		
MLDEMO3.DEM	playfld	BASIC	see above - another demo		
PATTERN.DEM	playfld	BASIC	DEMO - kaleidoscopic pattern generator	16K BAS	basload
INKBLOT.DEM	playfld	BASIC	DEMO - gr.7 random inkblot creator	16K BAS	basload
POKEDEMO	charactr	BASIC	DEMO - redefined character& text ctl	16K BAS	basload
STOPSDND	sound	BASIC	recognize and stop sound effects	16K BAS	basload
set up as a little game of recognition, this contains 8 sound effect routines that you can steal for your own uses: doorbell, sawing, telephone, explosion, clock, siren, whistle, helicopter					
COLORZ1.128	HUMAN	BASIC	utility for color poke values	16K BAS	basload
you select color from a palette using joystick. program reports numeric poke value to obtain that hue.					
GR11	playfld	BASIC	DEMO - BIIA mode 11 depth illusion	16K BAS	basload
shows differing colors as random triangles giving appearance of depth or 3D effect					
GR2000	playfld	BASIC	input a number. colored shapes result	16K BAS	basload
PRETTY	playfld	BASIC	DEMO - 5 different themes. motion+3D	16K BAS	basload
COOL	playfld	BASIC	DEMO - 4 options - lines, colors	16K BAS	basload
CUBE.3D	playfld	BASIC	DEMO - motion of playfield objects	16K BAS	basload
displays a square on screen. joystick moves it to form cube which then can be rotated in 8 directions					

DISK volume 014 GRAPH/SOUND 002

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
014 ROMANCLK	graphic	BASIC	displays working clock w/roman digits	16K BAS	basload
ENCOUNT	playfld	BASIC	DEMO - draws ellipse/star	16K BAS	basload
GALAC	playfld	BASIC	DEMO - quadratic random designs	16K BAS	basload
DIGITCLK	graphic	BASIC	working digital clock with alarm	16K BAS	basload
PLAYER	player/m	BASIC	DEMO - player missile graphics	16K BAS	basload
TIMECLOK	graphic	BASIC	digital clock routine for your use	16K BAS	basload
HELICOPY	playfld	BASIC	DEMO - animated helicopter	16K BAS	basload
BACKWARD	charactr	BASIC	DEMO - DL changes to print backwards	16K BAS	basload
BOW	playfld	BASIC	DEMO - nice drawing of a bow	16K BAS	basload
MOVEABOX	playfld	BASIC	DEMO - guess what? - a moving box	16K BAS	basload
SHADING	playfld	BASIC	displays 3D box. color sides w/jstick	16K BAS	basload
CIRCLES	playfld	BASIC	routine for circle drawing in mode 7	16K BAS	basload
STGGLE	playfld	BASIC	DEMO - random quadratic drawing	16K BAS	basload
TEXT	chatactr	BASIC	DEMO - text in graphic modes 0,1,2	16K BAS	basload
PUMPKIN	playfld	BASIC	DEMO - a halloween drawing	16K BAS	basload
KW101	playfld	BASIC	DEMO - drawing in modes 3-11	16K BAS	basload
GRAFIX1	playfld	BASIC	shows x,y coordinates of mode 3	16K BAS	basload
GRAFIX2	playfld	BASIC	graphics drawing with screen save	16K BAS	basload
VIDGRFIT	playfld	BASIC	DEMO - 1-4 joysticks can draw at once	16K BAS	basload
ANIMATE	playfld	BASIC	DEMO - interesting patterns mode 7&8	16K BAS	basload
SUNRIZE2	playfld	BASIC	DEMO - a sunrise with nice colors	16K BAS	basload
CHRCCLR	playfld	BASIC	DEMO - checkerboard in mode 8 w/color	16K BAS	basload
multicolors in (usually monocolor) GR.8. you change colors via joystick commands					
GRPHMODE	playfld	BASIC	DEMO - good showoff of modes 0-8	16K BAS	basload
GOODNAME	charactr	BASIC	DEMO - hello, here's your name	16K BAS	basload
TITLMAKE	charactr	BASIC	make titles with moving characters	16K BAS	basload
TRAIN	sound	BASIC	sound effect of steam engine	16K BAS	basload
QUADDRAW	playfld	BASIC	draw in 4 directions at once	16K BAS	basload
SUNRISE1	playfld	BASIC	DEMO - earlier, different sunrise	16K BAS	basload
SNDMODE	sound	BASIC	DEMO - joystick controls all 4 voices	16K BAS	basload
GR7NUMBR	playfld	BASIC	graphics 7 numbers with sound effects	16K BAS	basload
GREETING	charactr	BASIC	DEMO - HAPPY NEW YEAR w/flashing text	16K BAS	basload
ULTRAPH	player/m	BASIC	routines for fast move of P/M objects	16K BAS	basload
SOUNDYST	sound	BASIC	change sound using 4 joysticks	16K BAS	basload
XMASTREE	playfld	BASIC	DEMO - displays a decorated tree	16K BAS	basload

DISK volume 015 MUSIC 001

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
015 MUSICMON	composer	BASIC	create music files as basic data	16K BAS	basload
makes a game of experimenting with musical notes. enter notes as basic data statements. refer to the musical note table in your Atari Basic manual for the values to use for each note. be careful in entering line numbers so that you only enter new statements in the number range that the program expects.					
KEYBDMUS	composer	BASIC	write tunes then save to disk or play	16K BAS	basload
TYPETUNE	composer	BASIC	plays notes using keys 0-9 and < or >	16K BAS	basload
TUNERITE	composer	BASIC	create tunes on graphic staff display	16K BAS	basload
both treble and bass clefs are displayed. you enter notes via joystick and can playback or save to disk					

TUNEROTE	data	data	example file used by TUNERITE	16K BAS	n/a
MC DATA FILES	data	MC	contains first few bars of she'll be coming round the mountain data files for ATARI MUSIC COMPOSER	16K MC	MC
BASIC DEMOS	demo	BASIC	requires use of music composer cartridge from Atari. files are WTELL.MUS and SWAN.MUS. programs to play various songs	16K BAS	basload

each program has one self contained tune. some have graphics accompaniment. includes BACHTF.DEM BACHTL.DEM BACHFS.DEM JAZZ.DEM CHOPSTIX PUFF STARWARS FUGUE FUGUE2 BARNEY DLDXAC MUSICBAR BETHOVEN BLUES.

DISK volume 016 home/business 001

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
016 BOOKLIST	filing	BASIC	inventory/search for your home library	16K BAS	basload
BOOKLIST.DAY	data		short sample file for BOOKLIST		
HOMELDAN	finance	BASIC	does home mortgage payment calculation	16K BAS	basload
CALCOUNT	human	BASIC	given interest rate from 8-30 percent and 30 year term, computes monthly, annual, and total payment for a home mortgage loan	16K BAS	basload
INVENTRY	filing	BASIC	computerized calorie counter	16K BAS	basload
CALENDAR	human	BASIC	lets you either summarize calories per meal or find calorie content for a particular food	16K BAS	basload
BUSINESS	finance	BASIC	tape based home filing system	16K BAS	basload
JUSTIFY	human	BASIC	you can record: item, model, serial #, year acquired, value, could be easily modified for disk use.	16K BAS	basload
CHECKING	finance	BASIC	print calendar for month you choose.	16K BAS	basload
MICROTEX	text	BASIC	prints to screen in large or small format. you may want to add the option of going to a printer for hard copy.	16K BAS	basload
			finance BASIC performs useful functions from menu	16K BAS	basload
			menu includes: paycheck calculation, interest on an investment, mortgage comparison, property expense, monthly bar graph, hex/decimal conversion, US/metric conversion, balance checkbook, amortization table, monthly mortgage payment, depreciation schedule, savings and loans, average, square feet and square yards.	16K BAS	basload
			human BASIC justify printout for ATARI 825 printer	16K BAS	basload
			requires specifically the 825 printer. you type in text and it is printed proportionally, with right edge aligned		
			finance BASIC balance your checkbook	16K BAS	basload
			the proverbial checkbook balancer that justifies all home computers!		
			text BASIC computer typewriting system	16K BAS	basload

word processor from Softside magazine (used with permission of the publisher). Initially you are given a blank screen with one line of prompts at the top. You type in your text with NO carriage returns except at the end of each paragraph. The program takes care that words are not split across physical lines. When you type a return you will see a 'ball'. indenting should be done with space bar and not with the tab key. Text will scroll off the top of the screen as you continue to type but it will not be lost. Use the control key paired with S,L,R,P, or E to access the SAVE, LOAD(disk or tape), REVIEW, PRINT, or EDIT functions. In the EDIT mode you use cursor keys to move thru the stored text. ESC will exit the edit mode. D will delete the line at the cursor. X will delete everything from cursor to end of text. RETURN allows you to edit the line at the cursor. You must then type in your new line which may be longer or shorter than the line it replaces. When you are done, type control-F and the program will readjust all text so everything fits together again, and will return you to the REVIEW mode. Be sure to experiment with the program to understand clearly how its commands work before you type in any amount of serious text.

DISK volume 017 UTILITIES 002

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
017 CARDDRAW	HUMAN	BASIC	subroutine to depict playing cards	16K BAS	basload
BARGRAPH	graphCH	BASIC	a very nice routine to build into card-playing programs. the cards dealt are graphically displayed, pips and all	16K BAS	basload
MESSAGES	graphPF	BASIC	displays bar graph for 12 months	16K BAS	basload
SOUNDSTK	sound	BASIC	you can enter many sets of titles and annual data as Basic DATA statements. press any key to go from one stored graph to another. Data for three sample graphs is included.	16K BAS	basload
BUBLSORT	pgmning	BASIC	a moving banner routine for titles	16K BAS	basload
SCANREAD	pgmning	BASIC	you can have a message up to 10 chars long. allows large block letters in 4 colors	16K BAS	basload
DATASTMT	human	BASIC	up/down changes tone. right/left alters volume. any diagonal move alters distortion level. trigger changes sound channel	16K BAS	basload
ERRTRAP	human	BASIC	numeric sort routine (bubble sort)	16K BAS	basload
QUESTION	pgmning	BASIC	full screen data entry technique	16K BAS	basload
LPDIR	human	BASIC	shows how to have your programs emulate those on large computers using fill-in-the-blank data entry with cursor control to correct mistakes.	16K BAS	basload
SUPERLTR	human	BASIC	help in entering ML routine poke data	16K BAS	basload
DDHELPER	human	BASIC	generates basic data statements for you, you just enter the decimal values and the program does the rest. when finished, LIST the statements to disk and ENTER them to merge into your own program file.	16K BAS	basenter
STRNGCRE	human	BASIC	english language error messages	16K BAS	basenter
CNTL1.OBJ	human	ML	when your basic program hits an error, this routine traps it, lists the affected line, and describes the error. Follow program instructions to merge this routine into your own programs.	16K BAS	basload
SCRL1.ASM	human	BASIC	answer accept-and-check routine	16K BAS	basload
RENUMBER.UTL	human	BASIC	handy for building programs which use true/false or multiple choice question and answer.	16K BAS	basload
BUILD.UTL	human	BASIC	reads disk contents and prints listing in condensed print font.	16K BAS	basload
	human	BASIC	pgmning BASIC routine to print large screen letters	16K BAS	basload
	human	BASIC	dungeon master's helper program	16K BAS	basload
	human	BASIC	allows you to design a D&D character or roll dice	16K BAS	basload
	human	BASIC	BASIC reads ML memory into a BASIC string	16K BAS	basload
	human	ML	this is used to create short machine language subroutines or character font data to be stored compactly within your BASIC programs. the program reads a range of memory that has already been loaded with values (via pokes or other means) and will create a basic string containing the identical values. the statements generated are written to any file which can then be ENTERed to merge with your program. This is the most memory-efficient way to store data within a program.	16K	dosload
	human	ML	lets start key function as start/stop	16K	dosload
	human	ASSEMB	use option L of the dos menu to load this routine which then coexists with BASIC. it lets the START key function as the control-I function to halt or resume screen scrolling or other screen output. uses page 6 of memory.	16K	assembler
	human	BASIC	lets you renumber any BASIC program	16K BAS	basload
	human	ML	to use, list your program to tape or disk then run this one. give a new file name for list output of your renumbered file. then type NEW and use ENTER to reload the finished renumbered version.	16K BAS	basload
	human	ML	creates a customized AUTORUN.SYS file	16K BAS	basload
	human	ML	make any program autobooting (runs automatically when you turn on disk and computer). this program prompts you for one line of BASIC commands and places these in an AUTORUN.SYS file which is executed automatically	16K BAS	basload

at power up, your input can be several basic commands delimited by colons or just a simple run statement which specifies any program filespec you choose. all JACS disks contain an AUTORUN command of "RUN'D:MENU.SYS". which was created by use of this program.

NAMELIST.UTL	human	BASIC lists all variables used in a program 16K BAS	basENTER
BDIR.ENT	human	merge this with the program that you want to examine then type GOTU nnn where nnn represents the line number where NAMELIST begins. BASIC disk directory listing while in BASIC 16K BAS	basENTER
DIRECTRY	human	now you can view your disk directory without having to exit or wait for to load. for minimal typing rename this file as "C". then just type from BASIC E."D:E" to see your current directory. this file is actually a series of basic direct commands that are executed as they are entered. it won't disturb your existing program except for line 0 whic it replaces. this command will not work twice in a row unless you hit reset in between.	
AUTOLINE	human	BASIC print disk directory using normal font 16K BAS	basENTER
GR8TEXT	pgmning	BASIC auto-numbering capability as you type 16K BAS	basENTER
GR7TEXT	pgmning	ENTER this program to merge onto your own then type GOTU 32500 to activate automatic line number prompting. BASIC onscreen text in graphics 8 mode 16K BAS	basENTER
	pgmning	append then call this subroutine to add text output to any graphics 8 screen display. BASIC onscreen text in graphics mode 7 16K BAS	basENTER
BLINKING	pgmning	to use from your program call this routine to poke in the machine language then to print text, use A=USR(1536,ASC(CHAR),COLOR,X,Y) for example A=USR(1536,ASC("w"),3,20,10) will print the letter w using color register 3,color locating the letter at screen row 10, column 20. to print a word or sentence you must use repeated calls or a loop to handle printing of each letter in sequence.	basENTER
FASTICK	pgmning	BASIC Blink any displayed inverse chars 16K BAS	basload
PLOT.825	pgmning	pokes in a ML program, then a poke 547,6 will cause any inverse text letters to become blinking letters. other function controls are indicated in the program. BASIC fast reacting joystick poll routine 16K BAS	basload
	pgmning	this allows fast repetitive polling of joystick position for arcade game reaction time. it is noticeably faster acting than the usual BASIC STICK statements.	
	pgmning	BASIC plots entered data on an 825 printer 16K BAS	basload

DISK volume 018 MUSIC 002

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
018 HELLO	music	MC	47 music files for ATARI music composer (needs ATARI MC cartridge)		
	classica	lilyoiv	jov king	sevensa	row cat hallakin
	tip	anitra	jesusjov allgoodp	princess	greensle killero marketpl
	ariabyds	jcsuper	polka entern	easy	william bouree beet
	solace	pomp2	bare amtuqa	bachler	gotellit pastoral toeach
	sonatads	woeful	f23 minueto	lamancha	windy nevermor starwars
	sally	cantina			spanil

DISK volume 019 SPECIAL 001

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
019 FORTH	pgmning	FORTH	public domain FORTH language	16K	autoloads
FORTH is another compilable language for the Atari. Most people seem to have either a love or hate reaction to FORTH. certainly it is a unique language, built around a reverse (RPN) language structure, akin to HP calculator languages. But FORTH is FAST .. 5 to 10 times faster than a comparable BASIC program, and it produces very compact code. it has some elements of an interpreter and of a compiler language. converts who have seen the FORTH light swear they can do anything in it .. since they can add new keywords to extend the language itself. And maybe they are right...					
the two FORTH disks in our library are a version of FORTH called FIG-FORTH (written by the Forth Interest Group) that has been extended to include Atari-specific features such as graphics and player-missile commands. Volume 19 includes a short tutorial. But to get the true grasp of the language you should pick up a FORTH manual. We recommend STARTING FORTH by Leo Brody.					

DISK volume 020 SPECIAL 002

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
020 FORTH	pgmning	FORTH	extended Atari-specific forth words	16K vol.19	forthload
this is the graphics library. to load and use it you must have volume 19 as well.					

DISK volume 021 SPECIAL 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
021 SCOPY	DISK	ML	Disk sector copying program	16K	autoloads
SCOPY is a very efficient disk duplicating program that is very easy to use. it is fine for making backups of a full disk or for copying disks that do not use a normal DOS file structure, such as autobooting disks or FORTH disks. it can be told to skip blank sectors, so many times can copy a whole disk in only two passes on a 48 K machine. it can format disks automatically as it copies. it supports multiple copies and 1 or 2 disk drives. included is a 17 page printed manual of excellent documentation, this disk is not designed to copy commercial programs that reside on copy-protected disks. SCOPY is itself a copy-protected disk.					

DISK volume 022 SPECIAL 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
022 MYRIAPEDE	arcade	ML	16K	autoloads	
MYRIAPEDE is a professional quality, all machine language arcade game. it was inspired by and plays very similarly to Atari centipede.					

DISK volume 023 GRAPHICS 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
023 photographs	demo	ML	17 digitized photos for screen display	16K	basENTER
this disk contains 17 photographs which have been read by a digitizer to produce a facsimile screen display in high resolution graphics. they make a stunning slide show, all pictures will begin to display in sequence as soon as you enter the program SHOW. side 1 contains 8 pictures. side 2 contains the remaining nine. side 1 also contains a separate program called SUNRISE.					
	random-lady	lady	dipchip tex	squeeze	timemach winston girlbest
	tequila	music	worldmap	bessel william unclesam eyes	rocky dollar

DISK volume 024 GAMES 009

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
024 CASTLE	graphic	BASIC	an adventure game with graphics	16K BAS	basload
go through a castle with 6 rooms. find a treasure called 'the book of Known'					

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
DEFEND	arcade	ML	a fast action arcade game in mach lan 16K	16K BAS	dosload
			to initialize, use dos L command to load file DEFEND.OBJ. to exit game back to dos hit break then shift/clear then type DUS		
DANGUXB	graphic	BASIC	hit little men, avoid unexploded bombs	16K BAS	basload
VULTURES	arcade	BASIC	interrupt descending birds (inst incl)	16K BAS	basload
GRUBS	arcade	BASIC	climb ladders to stop the grubs	16K BAS	basload
			grubs are trying to destroy the earth. you must climb ladders and dig holes to bury them.		
SPDEMON	graphic	BASIC	a racing car in a graphic maze	16K BAS	basload
TIGERS	arcade	BASIC	can you save your mate from the tiger	16K BAS	basload
			set in Africa. you must help your crew mate by fetching a doctor without being caught by a tiger. to move hold down button and move joystick. your location is shown by your hat. you must stay on the path to win.		
QUEST	graphic	BASIC	adventure. find treasure in the woods	16K BAS	basload
EMPEROR	arcade	BASIC	rings of the emperor - shoot em up.	16K BAS	basload

DISK volume 025 GAMES 010

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
025 DRAGHZE	graphic	BASIC	two dragons fight in maze	16K BAS	basload
RESCUE	arcade	BASIC	land module and rescue your 6 men	16K BAS	basload
			the button retro fires to slow your descent and fires on takeoff to clear the way ahead.		
GUNFIGHT	arcade	BASIC	two gunslingers in a showdown	16K BAS	basload
ADVENTURE	adventur	BASIC	in a forest with monsters. many opts	16K BAS	basload
FORTRESS	arcade	BASIC	protect your space fortress	16K BAS	basload
BALLOONS	arcade	BASIC	nice shoot em up. birds and many opts	16K BAS	basload
PINGPONG	arcade	BASIC	nice rendition of game. uses paddles.	16K BAS	basload
FROG	graphic	BASIC	for kids 4-8. help frog catch bugs	16K BAS	basload
			a much-enjoyed game. second only to CHICKEN. a big green frog sits in the center of the screen while mosquitoes buzz around him. the joystick controls his tongue. paddle can be used also. watch out, if they get past his guard, those skeeters will sting our friendly frog!		

DISK volume 026 ML GAMES 001

The following games are all high speed machine language. For 400/800 remove cartridge, or for XL or XE hold down OPTION while powering up the computer. Then use DOS L command to load (and execute) your selection.

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
026 FILLERUP.BIN	ARCADE	ML	SIMILAR TO QIX		DOS L COMMAND
			Attempt to fill the entire screen before the chase object touches you. Each time you define a sector of the screen by drawing enclosing borders it fills in and adds to your score.		
PACMAN2.BIN	ARCADE	ML	SIMILAR to PACMAN		DOS L COMMAND
RETROFIR.BIN	ARCADE	ML			DOS L COMMAND
CRASHDIV.BIN	ARCADE	ML			DOS L COMMAND
PLANET.BIN	ARCADE	ML	STOP ALIEN SHIP ATTACK		DOS L COMMAND
AVALANCH.BIN	ARCADE	ML	SIMILAR to Q-BERT		DOS L COMMAND
FIREBUG.BIN	ARCADE	ML			DOS L COMMAND
TRIKTRAX.BIN	ARCADE	ML	MOVE A WORM THRU MOVABLE TRACK		DOS L COMMAND
			Your joystick lets you move and rearrange a complex set of squares containing path segments. Try to arrange a clear path from one side of the screen to the other. Then release the worm ah see how far it gets before a collision stops its progress. Higher levels get much harder. Nice action and graphics. And its a non-violent theme, for a change.		
POKERSOL.BIN	ARCADE	ML	PLAY POKER AGAINST THE COMPUTER		DOS L COMMAND

DISK volume 027 GAMES 011

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
027 STARBLS	arcade	BASIC	a game similar to DEFENDER	16k BAS	basic load
			in this nicely done version, you control your ship via joystick on a constantly moving screen, attempting to shoot all the alien craft that pop up in your path. this is not as fancy, but does capture the flavor of the commercial Atari game.		
MANIAC.OBJ	arcade	ML	a game similar to BERZERK	16k	dosload
			this is obviously the texas version of BERZERK. the object is to evade all of the tall, moving robots, either by shooting them or by enticing them to walk into a wall. then you are allowed to move thru the doorway into the next (and more difficult) room. you must not touch a wall either, and in the higher levels, the robots will be shooting back at you. Use your joystick to move your player, and the trigger button to shoot. to load this game, you must exit BASIC and use the DOS L command to load the file MANIAC.OBJ. the program will automatically run. to make a version that starts by itself, just copy DUS and MANIAC.OBJ to a blank disk and then rename MANIAC.OBJ as AUTORUN.SYS.		
PACINV	arcade	BASIC	an INVADERS using PACMAN characters	16k BAS	basload
			which do you like more? for those who can't decide, the games of PACMAN and SPACE INVADERS have finally been rolled into one!		
WUMPUS	adven	BASIC	the granddaddy of all adventure games	16k BAS	basload
			from the days of the original ALTAR home computer, here comes the classic game of HUNT-THE-WUMPUS. the object is to wend your way thru an underground labyrinth of caves, keeping a map of what rooms are connected to what others (or else you'll get lost!) until you find the mythical cave-dwelling WUMPUS. you have the usual arrows to defend yourself, and will get warnings from the computer as you get close enough to smell the WUMPUS. watch out for the bats that can pick you up and carry you off to unexplored regions!		
CRAPS	simul	BASIC	play the game of CRAPS	16k BAS	basload
JUMPER	graphic	BASIC	guide parachutist onto an island	16k BAS	basload
BATS	graphic	BASIC	fly like a bat, chasing bugs	16k BAS	basload
			press fire button to leap from the plane. if you miscalculate, you'll splash in the ocean.		
			another fine game from Stan Uckers. you control (sort of) the fluttering bat as it goes thru stalagmite-filled caves. alternate pressing and releasing the fire button. when pressed, the bat flaps its wings and rises. release and it loses altitude. Now that you've got the hang of it, try to not only avoid crashing, but intercept the flying bugs as well.		
GOBBLER	arcade	BASIC	a game similar to PACMAN	16k BAS	basload
			rather well-done, with responsive, fast action. maneuver your GOBBLER thru the maze to pick up bags of gold in the cave of the GLOBS.		
DETHSTAR.BAS	graphic	BASIC	shoot the deathstar before it gets you	16k BAS	basload

DISK volume 028 EDUCATION 004

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
028 DIGCOUCH	COMP SCI	BASIC	simulation of artificial intelligence	16k BAS	basload
			the computer plays the part of a psychiatrist, asking questions of you, the patient. By a technique of parsing your answers, and comparing/joining what you type with a set of canned responses, the machine appears to understand what you say. (for fun, try changing the responses built into the program).		
POLAR	math	BASIC	function plotting in circular coords	16k BAS	basload
			you need to experiment with parameter values in these ranges: INCR (0-360) is the increment per step for plotting, values are connected by straight lines between steps. (try 30 degree steps as a first look). A and B values may range 0-1. SCALE may range 1-N. if the computed values end up off-screen, they are ignored and nothing will be plotted.		
FNCPLT	math	BASIC	plot a user-supplied function	16k BAS	basload
MATHPRNT	math	BASIC	compose and print sheet of problems	16k BAS	basload
			the functions are entered into the program as lines 900-999 using normal BASIC language expressions.		
BIGBOG	english	BASIC	the word recognition game of BOGGLE	16k BAS	basload
			for arithmetic drills, the program constructs a series of problems and prints them out on your printer, followed by an answer sheet. the set of problems is different every time.		
TAXMAN	math	BASIC	teaches factors of a number	16k BAS	basload
			a pattern of letters is shown on screen and the player has three minutes (timed by the computer- a tone signals time's up) to make as many words as possible out of the letters shown. just type in the choices, at the end of the turn the score is shown, and options are to re-use the same matrix, rearrange the letters, or generate a new one.		
LETRGUES	english	BASIC	teaches alphabet sequence	16k BAS	basload
			play against the computer, selecting factors (divisors) that will divide evenly into the number shown onscreen. each factor can be chosen only once, so the trick is to get the last one and make the computer come up empty handed. more instructions included in the program.		
WORLD	geography	BASIC	various quizzes	16k BAS	basload
ALGEGRAF	math	BASIC	plots algebraic functions	16k BAS	basload
POLARGRF	math	BASIC	polar coord plotting routine	16k BAS	basload
			comes with 4 functions in menu: rose, daisy, cardioid included. see instructions for POLAR program (above) for parameter range values.		
MATH	math	BASIC	algebraic calculator with 6 functions	16k BAS	basload
			who needs an HP calculator when you have a real computer? this program instantly solves problems in the following categories: least common denominator, prime factors of a number, linear interpolation between two pairs of x,y values, quadratic roots, solution to two simultaneous equations, permutations and combinations.		
PLOTFUNC	math	BASIC	function plot routine in graphics 8	16k BAS	basload
			this routine gives highest available resolution on the Atari. if the lines are too fine to see easily, you can make the program plot dots in adjacent pairs by adding the line 571 PLOT X+1,Y		
MATHTIME	math	BASIC	timed math test	16k BAS	basload
			this program offers drills with a graphic reward for correct answers. intervals can vary from 5 to 20 seconds.		
MATHKIDS	math	BASIC	same as MATHTIME with difficulty lvl	16k BAS	basload
DIGIDRAW	art	BASIC	a well-done drafting package	16k BAS	basload
			this version lets you specify the largest number that will be used in constructing arithmetic drill problems.		
PILOTADD	math	PILOT	16k PILOT pilotload		
			this is a complete computer-assisted drawing package that can be used (with the help of a screen dump program) to construct viewgraph originals, flowcharts, diagrams, or just plain fun. includes commands for: rectangle, circle, broken line, fill, text annotation, font load/save, screen load/save.		
STATS	math	BASIC	16k BAS basload		
			an addition drill written in the PILOT language. requires the Atari PILOT cartridge.		
			statistical analysis of your data. 16k BAS basload		
			given a series of data values, this program computes and prints: frequency and cumulative frequency of each discrete value; range; total, mean, median, and standard deviation of the series. Data may be in any order, as the program contains its own sort capability. As provided, you must key in all values to be analyzed. It is usually more convenient to read the series of numbers from a disk file. To modify the program to do this, add these lines:		
			<pre> 1515 OPEN#2,4+0,"D:MYFILE" 1530 TRAP 1650 1540 INPUT #2,A\$ </pre>		
			the target data file must have been created with one number per record, carriage return delimited, as by a simple series of PRINT statements. A sample program to create such a file from the keyboard might be:		
			<pre> 1 OPEN#2,8+0,"D:MYFILE":FOR I=1 TO 1000:INPUT N:IF N<>999 THEN PRINT#2,N:NEXT I 2 CLOSE#2:END </pre>		
			in this example prompts will continue until a 'dummy' value of 999 is entered to signal end-of-file.		

DISK volume 029 GRAPH/SOUND 004

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
029 HAT	misc	BASIC	plot and dump a 3d 'hat' function	16k BAS	basload
LOVE	misc	BASIC	print BANNER with permuted LOVE msg	16k BAS	basload
GROUCHO	misc	BASIC	print GROUCHO's face on printer	16k BAS	basload
MAGICSQ	misc	BASIC	compute and draw a 'magic square'	16k BAS	basload
PNTTEACH	player/m	BASIC	example of player missile commands	16k BAS	basload
SPYRO	playfld	BASIC	DEMO - draw a spiral	16k BAS	basload
SNOWFLAK	playfld	BASIC	DEMO - draw a snowflake shape	16k BAS	basload
PICCITY	playfld	BASIC	DEMO - skyline example for PICSEE	16k BAS	use PICSEE or PICUSE
PICSEE	playfld	BASIC	GRAPHICS LOADER for MICROPAINTER	16k BAS	basload
			this program is compatible with pictures drawn and stored using the popular commercial program MICROPAINTER.		
PICUSE	playfld	BASIC	a BASIC routine to load screens	16k BAS	basload
			this routine can be loaded, LISTed to disk, then ENTERed to become part of any program. it allows your program to load MICROPAINTER screen pictures from stored files.		
SPHERE	playfld	BASIC	DEMO - draws a sphere	16k BAS	basload

29 CONTINUED

TITLCARD	playfld	BASIC	a rainbow background title card	16k BAS	basload
BIGFAST	charactr	BASIC	displays any character 8x normal size	16k BAS	basload
SPLINE	playfld	BASIC	spline curve fit to any 4 points	16k BAS	basload

this interesting technique is supplied by Bell Labs. it is a routine which can serve as an alternative to function driven curve fitting routines when the need is to see a fitted curve rather than determine its equation. Given any 4 points this routine can always come up with a smooth curve that passes through all of the points exactly.

SUNRISE	playfld	BASIC	DEMO - shows a sunrise scenario	16k BAS	basload
DRAWGTIA	playfld	BASIC	an etch-a-sketch in GTIA mode	16k BAS	basload
GTIADEMO	playfld	BASIC	DEMO - shows off GTIA multihue modes	16k BAS	basload
PIXELSAV	playfld	BASIC	a screen dump (save) program	16k BAS	basload
SPASOUND	sound	BASIC	DEMO - gives a hyperspace warp sound	16k BAS	basload
FONTFLIP	charactr	BASIC	demo of changing character fonts	48k BAS	basload

this shows the effect of changing the character set font tables. it is supplied with several sets of fonts which can be used in other font changing programs as well. will only run in 48k

jerry.fnt jigsaw.fnt computer.fnt
greek.fnt hebrew.fnt hiero.fnt
math.fnt fancy.fnt chemical.fnt

DISK volume 030

MUSIC 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
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030 MUSICFL6	DEMO	BASIC	plays Star Spangled Banner	16k BAS	basload
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shows flag and sing-along words onscreen as it plays. has an organ-like sound

TYPTUNE2	composer	BASIC	three octave musical keyboard	16k BAS	basload
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assigns notes to selected pattern of keys and then plays as you type. list program for instructions as to which keys are which notes, and other program options.

EVERGRN.MUS	data	MC	data file for Atari MUSIC COMPOSER	16k MC	MC
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requires use of music composer cartridge from Atari.

XMAS	demo	BASIC	plays partridge in a pear tree	16k BAS	basload
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BUMBOOG	demo	BASIC	plays boogie in interrupt mode	16k BAS	basload
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this uses data file boogie.dat. it is a version of POKEY PLAYER (see vol.42) so it plays in background mode, even while a program is not running.

BUMBOOG.DAT	data	data	music file used by BUMBOOG program	16k BAS	n/a
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POLY5	demo	BASIC	plays polyphonic music (multi voices)	16k BAS	basload
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SANTA.MUS	data	MC	data file for Atari MUSIC COMPOSER	16k MC	MC
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SANTA	demo	BASIC	background music player	16k BAS	basload
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Jerry White provided this demo program to promote a background music player program which he wrote. Our volume 42 provides an equivalent. But public domain program, POKEY PLAYER. SANTA however, shows off how those programs are intended to be used. The data file HOUSETOP.MBD is the (only) file which is compatible and can be read by the SANTA program (well, you didn't buy Jerry's package, so what did you expect, a whole library for free?). Once the HOUSETOP.MBD file is read in, the music for *Up on the Housetop* begins to play in background. While in foreground, the basic program proceeds to do something else - handle an animated Santa-on-the-roof sequence. And since the Atari rapidly timeslices between designated background and foreground tasks, both activities appear to go on simultaneously and independently. Yep, your Atari can really do two things at once, even if you can't. Note that even if you hit break, stopping the foreground program, the background music task continues blithely on.

HOUSETOP.MBD	data	BASIC	data file used by SANTA program	16k BAS	n/a
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JAZZ	demo	BASIC	plays a jazz number	16k BAS	basload
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DISK volume 031 HOME MANAGEMENT

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
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031 KILOWATT.BAS	HUMAN	BASIC	ELECTRICITY CONSUMPTION ANALYSIS		BASLOAD
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THERMOWATT.BAS	HUMAN	BASIC	ELECTRICITY/GAS CONSUMPTION ANALYSIS		BASLOAD
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Calculate Monthly, Daily, or Annual use and cost by Kilowatt and Thermo. Annual, Monthly, or Daily consumption

FILEEM	HUMAN	BASIC	MAGAZINE FILING SYSTEM		BASLOAD
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File article references by publication, date, title, page number and then retrieve by any of these categories.

FILEEM.DAT	N/A	data	files used by FILEEM program		
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MONEY	HUMAN	BASIC	FINANCIAL CALCULATOR		BASLOAD
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Computes worth of investment, value of savings, annuity and pension income, amount overdue on loans, interest growth, and devaluation by inflation.

PHONE	HUMAN	BASIC	TELEPHONE DIRECTORY		BASLOAD
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Create a phone directory list, then sort and print it.

DISK volume 032 GAMES					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
032 FIREFIGHTER	ARCADE	BASIC	PUT OUT FIRES IN BURNING BUILDING		BASLOAD
			A well done game by JACB member David Sdrelitz. Reminiscent of Loderunner. As fires flare up, you control the firefighter, getting extinguishers or firebuckets.		
CENTUR.BAS	ARCADE	BASIC	MANEUVER YOUR SPACE SHIP		BASLOAD
EPSILON.BAS	ARCADE	BASIC	MANEUVER THROUGH A MAZE		BASLOAD
GLOOP.BAS	module	BASIC			BASLOAD
GLOOP1.BAS	ARCADE	BASIC	used by GLOOP1 program SPACE DEFENSE GAME		BASLOAD
			Fight off a CYGNUS slime gloop attack on your moonbase. Position your saucer beneath a falling drop of contaminating gloop and press fire button to place a space mine that will explode the gloop droplet on contact. Then race back to one of the four mine storage racks to grab another mine. Avoid colliding with any walls. The game ends when your three bases expire, or you lose all five of your saucers. Impressive graphics.		
RESCUE.BAS	ARCADE	BASIC	CURE AND RESCUE AN ENTRANCED CAPTIVE		BASLOAD
			A goblin has magicked your friend Iggy. Get medicine from one of the 3 medicine pots by landing on one of them then go to the captive and touch him to release the trance. But, you see, the goblin is chucking arrows at you that you have to dodge all the while. Usually you can move up and hover while they fly by. But sometimes its a tight spot and requires careful timing. Stick left or right to move. Stick forward and button held down to move upward. Button down only turns on hovering. You have 3 men and get another at 50, 100, and 200 points.		
REFLECT.BAS	ARCADE	BASIC	AN OTHELLO/REVERSI type GAME		BASLOAD

DISK volume 033 UTILITIES 003

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
033 MODEN3	modem	BASIC	a telecommunications terminal program	16k BAS	basload
			makes the computer emulate a smart terminal. can download files and save on disk or print.		
PRCONTRL.80	printer	BASIC	control code driver for MX80 printer	16k BAS	basload
BINCONV	human	BASIC	converts binary values to decimal	16k BAS	basload
DISASM	debug	BASIC	disassemble machine code to assy lang	16k BAS	basload
			this acts as a calculator, you input a number in binary and receive the decimal equivalent, or vice versa. essential if you are learning assembly language or trying to figure out how a piece of machine language program is working. this program takes the raw contents of a selected area of memory and does just the opposite of what an assembler program does, it tries to convert the binary machine instructions back into (somewhat) understandable 6502 assembler language statements so you can follow the logic and see what it is intended to do.		
UPLOAD.LST	modem	BASIC	upload a listed program via modem	16k BAS	basload
RECEIVE.OBJ	modem	ML	machine language subr used by MODEM	16k BAS	loaded by MODEM
SEND.OBJ	program modem	ML	machine language subr used by MODEM	16k BAS	loaded by MODEM
QUICKSORT	program pgmning	BASIC	sort values in an array	16k BAS	basload
			useful in writing data handling programs, this routine sorts records in memory based on specified key. this is about twice as fast a sorting method as the bubble or ripple sort usually seen in BASIC programming examples and textbooks.		
HEAPSORT	pgmning	BASIC	sort values in an array	16k BAS	basload
			this is a different sort method comparable to quicksort in speed.		
MODEM	modem	BASIC	telecommunications smart terminal	16k BAS	basload
			this program uses the SEND.OBJ and RECEIVE.OBJ routines. it is able to both send and receive text or binary program files over a modem.		
SCR	human	BASIC	easy way to turn cassette motor on/off	16k BAS	basload
ADDRFIND	human	BASIC	decodes binary file headers	16k BAS	basload
PRNTEST	shows both printer	BASIC	decimal and hex values, start and end addresses for a binary file printer test routine	16k BAS	basload
TAPEDUMP	debug	BASIC	reads cassette and dumps to screen	16k BAS	basload
			prints a series of standard ascii values on printer		
RAMTPMAX	human	BASIC	reads machine code files stored on cassette and lists the contents to the screen in hex and decimal values, also disassembles into 6502 op codes.	16k BAS	basload
AREACODE	human	BASIC	shows address of current TOP-OF-RAM	16k BAS	basload
AMODEM48.OBJ	modem	ML	lookup telephone area code given city	16k BAS	basload
AMODEM42	modem	BASIC	smart terminal program in machine lan	16k BAS	basload
			from dos level, use the L command to load and execute this program.		
AMODEM.DOC	modem	BASIC	full featured smart terminal program	16k BAS	basload
			this version uses error checking protocol compatible with CPM modem conventions. this also makes it compatible with many bulletin board services both Atari and non-Atari. documentation file provided.		
			data listable documentation for AMODEM42	16k	doscopy
			to view this file use the dos C command to copy it to destination E: (which signifies your screen Editor) or to destination P: (which signifies your printer), while listing to screen, you can use control l to temporarily halt the scrolling of the listing, another control l resumes the scrolling. (to key in control l press numeric 1 key while also holding down the control key).		
DISKPEEK	debug	BASIC	view disk sectors in hex and ATASCII	16k BAS	basload
SEPARATE	modem	BASIC	splits apart a downloaded file	16k BAS	basload
			use this as a convenient way to separate a down load file if you have downloaded several program listings in one session and your terminal program has dumped them all to disk as one concatenated file.		
AUTODIAL	modem	BASIC	prepares HAYES MODEM autodialer file	16k BAS	basload
			this is a utility that makes it easy to generate a file containing proper coded entries that can be used by the HAYES smartmodem as auto-dialable sequences. Requires a HAYES smartmodem.		

DISK volume 034 home/business 002				REQUIRES	HOW TO LOAD
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES		
034 DATABASE	finling	BASIC	create and maintain data base records	16k BAS	basload
HOMEFIN	finance	BASIC	you define number of fields per record and headings. program then handles adding records, prompting by field headings, or allows selection, sorting, and printing of already stored records. set up and maintain budget accounts	16k BAS	basload
TTEND	finance	BASIC	you specify accounts to be tracked. program handles updating, adding records, totalling and displaying results by account. forecast a time series	16k BAS	basload
CHANGER	finance	BASIC	handles 16 period forecast of data using exponential smoothing technique to derive trend curve from raw data points. figures out sales change amounts	16k BAS	basload
DATALOAN	finance	BASIC	this is essentially a point-of-sale calculator similar to the function of an electronic cash register. figures monthly loan payment schedule	16k BAS	basload
TUPWARE	finance	BASIC	computes monthly payment principal, interest and balance remaining for any combination of loan amount and interest rate. tallies tupperware party sales data	16k BAS	basload
TYPING	text	BASIC	this is designed for tupperware agents and party hosting. it stores table of tupperware item codes and prices and accepts orders by item code and quantity, giving itemized receipt and correct total by guest's name. it also totals all sales for the party and can handle and report multiple parties, giving net spent sales for the month. 9 lessons to teach touch typing	16k BAS	basload
PRINTCAL	text	BASIC	prompts lessons and words highlighting errors. the lessons increase in difficulty as instruction proceeds. prints a calendar for any month/year	16k BAS	basload
SCRIPTOR	text	BASIC	formats a neat calendar on your printer. you specify the range of months and years. full featured word processor	16k BAS	basload
<p>this program is the best non-commercial word processing program for the Atari. it has full disk support, formatting, full screen cursor editing, insert and delete, line mark and copy functions. it does not have search/replace and does not right justify. But it is very useable (this listing was prepared using it) and it is in BASIC so you can alter it to meet your exact desires.</p> <p>typing is done normally: backspace, line insert, line delete, and control-arrow keys function normally as in BASIC editing. you do not need to type a return unless you want it to occur in the printed listing. since line wrap will occur automatically whenever you hit the right margin, words do not wrap (they get split) as you type, but in printing, the lines will be formatted to end the printed line only on a space or punctuation mark. tabs may be set using the shift-tab at the desired columns and killed by control-K (all tabs) or control-tab (individually).</p> <p>the atari logo key is normally inoperative (you can't type inverse text) but it does act as an abort for any of the menu or prompted commands.</p> <p>to clear text type shift-clear. this does not clear the screen by itself, but generates a confirming prompt. valid responses are A (all text) or R (remaining text below cursor to end of file) or D (defined text).</p> <p>OPTION key is used for non destructive carriage return.</p> <p>START key (press twice) homes to top of text</p> <p>control-A (advance) control-B (back) allow paging forward or backward. control-G followed by a number goes to a particular line.</p> <p>control-D followed by vertical cursor movement highlights or defines a block of text to be moved or deleted. press return to indicate the last line of the block. you can then move the cursor and press control-L to copy them. use shift-clear and D to delete.</p> <p>to print type control-P. the two options that follow are continuous print and/or Fast (screen blanked) print. you may press C or F or both or neither, as desired. pressing return begins the printing. if not continuous the printer will halt and wait for a return at end of each page. any key pressed while printing will abort the print job.</p> <p>control-comma and control-period may be used as bracketing characters to signal underlining (italics on Epson).</p> <p>control-F sets up a formatting line, indicated by a right pointing wedge. this line may contain one or several formatting commands separated by colons. example: l:10:r:20:0:160 the allowed commands are: as n send ascii char number n to printer; ca: nonprinting comment line; cn n turn centering of following lines on (n=1) or off (n=0); fp force end-of-page; l: n set left margin at column n; r: n set right margin at column n; lp n set lines per page to n; pl n consider page (paper) length to be n lines; sp n set spacing (n=1 single, 2=double, 3=etc.); nt: filename chain to next specified filename to continue printing. you can also set up to 10 shorthand control character values by a format line containing a sequence such as: control-F l:27:12:26:13:70:... you can then embed a control code directly in your text by typing caret symbol followed by a single digit. caret 1 caret 3 would send an escape 70 sequence to your printer at print time.</p> <p>press escape to access a minidos file handling menu. press control-? to access a handy help menu reminding you of some of the above commands.</p> <p>Have fun with scriptor, we did. There is almost no limit to what you can add to it once you have figured out how it is structured. Do be careful to note that to save space, scriptor erases part of itself as it initializes. so do not make changes to it and save it after you've run it. Only modify and save a copy you've loaded but haven't run.</p>					

DISK volume 035		GAMES 012			
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
035 SABOTAGE	GRAPHIC	BASIC	a shoot-the-objects game	16k BAS	basload
LIVEWIRE.OBJ	arcade	ML	list the program for instructions on how to play fast action similar to Atari TEMPEST	16k	dosload
E66S	arcade	BASIC	an excellent job of programming, all done in machine language. your "shooter" swings around the edge of a three dimensional surface, attempting to shoot assailant objects that emerge along vectors from the center of the "web". If you've played TEMPEST in the arcades, you'll recognize the similarity. To load, exit to DOS menu and use the L menu option to load the program. this one is fascinating. be prepared to spend some time with it.	16k BAS	basload
FROGGIE.OBJ	arcade	ML	as eggs slowly fall from the top of the screen, you try to catch them in the farmer's basket. the more you catch, the higher your score, but when you miss...yucch. this game is instructive in showing what you can do with a player shape (the farmer) in a basic program.	16k	dosload
FRQ8BOOT	ML	n/a	if you haven't played FRUGGER in any of its variations, the instructions are simple. use joystick movements to help the frog hop across the highway (without getting squashed) and then across the river (from floating logs). when the frog makes it across, you score -- and have to come back and do it all over again, with speeded up traffic to make it a little harder. sounds easy doesn't it? this public domain version stands up rather well in comparison to commercial implementations. it, too is all machine language. from the DOS menu, use the L command to load the file FRUGGIE.OBJ.	n/a	n/a
OILGAME	simul	BASIC	why is this here? We don't know. you don't need it to play FRUGGIE. It isn't an autorun loader, at least it doesn't work, other than to lock up your computer. but maybe someone will take the time to disassemble it and figure out what it is supposed to accomplish. if you solve the mystery, please let us know..	16k BAS	basload
CAMEL	BASIC	a graphic oil baron game	several people pay cosbete to locate and drill oilwells, parlaying a small initial stake into a vast financial empire. you are allowed to buy and sell assets as well as keep drilling. the game is nicely done to keep up the interest level - there is color or sound, pictorial representation of when the gushers come in, not a bad way to get across basic principles of economics. either	16k BAS	basload
THNDRBRD	arcade	BASIC	adven BASIC simulates a chase across the desert	16k BAS	basload
BLOCKADE	arcade	BASIC	this is a text game, in which you flee across a desert on your trusty camel, trying to escape the bloodthirsty nomads who are only a few hours behind you. you have to watch your water supply and have a menu of options to rest, wait, or race your camel flat out. both you AND the camel have to make it through, or neither will. interesting dangers and rewards stud the desert to make success a bit tricky to achieve.	16k BAS	basload
CRICKETS	arcade	BASIC	the layout is different, but the action similar to Atari BREAKOUT. for a game done in BASIC, this is an excellent programming job, with satisfying action and visual appeal.	16k BAS	basload
	arcade	BASIC	using joysticks two players control paths of their snakes, attempting to make the opponent have to crash first. since neither player can cross their own trail or the opponent's, the trick to this is to paint the other player into a corner while keeping an escape route open for yourself. the action is fast and responsive. this is usually a good game when there's a group wanting to play. since it plays fast, everyone can get a turn in just a few minutes.	16k BAS	basload
	arcade	BASIC	the scenario is crickets in love. complete with courting and presents. try to collect the flowers, perfume, candy, ring, etc. but dodge the moving presents and ol' daddy cricket, who frowns on the whole thing and is running back and forth dropping hammers, boots, and other obstacles on your head to dissuade you. the game is unique and different, with lots of colorful fast action.	16k BAS	basload

DISK volume 036		UTILITIES 004			
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
036 README.TXT	TEXT	info	about setting up the AMIS bb	48K	copy to E: or P:
MINIAMS.DBS	MODEM	BASIC	your own bulletin board system	48K BAS	run by AUTORUN.DBS
STARTUP.DBS	n/a	BASIC	this is a mini version of the Atari dial-up bulletin board system. Now you can set up your own system that other people can call into to chat with you or upload/download files. REQUIRES that you have a Hayes or other modem with AUTOANSWER capability.	48K BAS	run by AUTORUN.DBS
AUTORUN.DBS	n/a	ML	startup program to bring up bboard	48K BAS	run by AUTORUN.DBS
MINIAMS.DOC	n/a	text	starts board at powerup of disk	48K BAS	rename as AUTORUN.SYS
FUNC.HELP.MENU	n/a	text	operator instructions for bboard	48K	copy to E: or P:
BTETV	MODEM	BASIC	used by MINIAMS program	48K BAS	basload
RABBIT15	disk	ML	BASIC sends machine language files	48K BAS	basload
MEMPRINT	DEBUG	BASIC	this program allows modem transfer of all files that ordinarily cannot be handled by standard modem programs. it translates the data file to an equivalent set of BASIC data statements to be sent as a listing, then translates the received listing back to a .ml file.	48K	dosload
BOOTCOPY	TAPE	BASIC	an alternative to SCOPY for duplicating both ordinary and machine language boot disks in as few passes as possible. it got its name because it is fast like a rabbit and shuts off the display while it works.	16K BAS	basload
TAPEDUPE	TAPE	BASIC	does not copy protected disks.	48K BAS	basload
BOOTCOPY	TAPE	BASIC	BASIC makes a boot tape from a disk file	48K BAS	basload
JTERMS2	MODEM	BASIC	with this, any machine language game that runs on disk via the dos L command can be converted into a self-booting cassette to work on tape-based systems.	48K BAS	basload
AUTO	MODEM	ML	BASIC copies a tape data file to disk	48K BAS	basload
PERCOM	BTBR	text	BASIC makes a disk file from a boot tape	48K BAS	basload
BACKCAS2	TAPE	BASIC	with this, many self-booting cassette programs can be turned into a binary disk file for more convenient offers upload/download and terminal support.	48K BAS	basload
HEXPOKE	DEBUG	BASIC	creates BSO interface AUTORUN.SYS	16K BAS	basload
RODMANBR	PRNG	BASIC	if you lost or didn't get the driver AUTORUN.SYS that is needed to use an BSO interface module with a modem, this program will recreate it for you.	n/a	copy to E: or P:
SCRSDUP	PRINT	BASIC	text tech notes about the PERCOM roes	48K BAS	basload
VARIABLE.LST	DEBUG	BASIC	TAPE BASIC makes a boot tape from a disk file	48K BAS	basload
BRCLABEL	BTBR	BASIC	with this, many self-booting cassette programs can be turned into a binary disk file for more convenient offers upload/download and terminal support.	16K BAS	basload
SUPPLABL	BTBR	BASIC	creates BSO interface AUTORUN.SYS	16K BAS	basload
MEMLOW.TOP	PRNG	BASIC	if you lost or didn't get the driver AUTORUN.SYS that is needed to use an BSO interface module with a modem, this program will recreate it for you.	16K BAS	basload
DISKTOOL	DEBUG	BASIC	TAPE BASIC makes a boot tape from a disk file	16K BAS	basload
DISKTOOL.PT2	DEBUG	BASIC	with this, many self-booting cassette programs can be turned into a binary disk file for more convenient offers upload/download and terminal support.	16K BAS	basload

DISK volume 037 GAMES 016					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
037 BCKAMPLE	graphic	BASIC	the old shell game against computer	16K BAS	basload
			a very nice animated rendition of the J-card monte game played on New York street corners. If you have		
			an, it would make a great project to add actual spoken comments as this game plays.		
CANNON	graphic	BASIC	fire cannon over mountain	16K BAS	basload
FLIPIT	graphic	BASIC	play OTHELLO against the Atari	16K BAS	basload
			a good rendition with nice graphics		
HANDMAN	graphic	BASIC	the spelling game of HANDMAN	16K BAS	basload
LAUNDER	simul	BASIC	try to land on the moon	16K BAS	basload
			this is the one with tough terrain		
LANDING	simul	BASIC	land a plane on the runway	32K BAS	basload
			this game requires paddle controllers		
NOTIE	graphic	BASIC	a strategy game - outthink the notie	16K BAS	basload
			another well-done game by the adept STAN DICKERS, inspired by Larry Niven's sci-fi novel.		
SUPBAKE	simul	BASIC	help Superman clean up the crooks	16K BAS	basload
			you play superman, and get to manipulate his variety of super-skills including x-ray vision, flying,		
SUPINST	n/a	BASIC	the full instructions for the above	16K BAS	basload

DISK volume 038 UTILITIES 005					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
038 BINAUTO.OBJ	HUMAN	BASIC	lets you load binary files from basic	16K BAS	basload
			this convenience utility once loaded, lets your BASIC program or menu program load those files that before,		
			you had to exit BASIC and use the dos L command for. it is fully documented. you can even work this into		
BINAUTO.INF	n/a	text	the JACG menu program so it will run all games.	n/a	n/a n/a
BINAUTO.LST	n/a	text	assembly listing for above	n/a	n/a n/a
BINAUTO.SRC	n/a	asm	assembler source for above	n/a	n/a use assembler
			this is provided so you can reassemble BINAUTO to reside anywhere in memory or make other alterations		
AUTONUM	HUMAN	BASIC	automatic line prompting as you type	16K BAS	basload
ADSRGEN	pgmng	BASIC	experiment with sound effects	16K BAS	basload
			allows you to see effect of various sound register parameters (attack and decay) in constructing a sound		
BUTTON	HUMAN	BASIC	Jerry White's menu program	16K BAS	basload
DIR	HUMAN	BASIC	get disk directory from within BASIC	16K BAS	basload
PURGE	HUMAN	BASIC	delete disk files from within BASIC	16K BAS	basload
			this handy utility will step through the disk directory offering you the chance to delete each file in		
EDIR	HUMAN	BASIC	get disk directory from within BASIC	16K BAS	basenter
			this can be used to include (ENTER "D:EDIR") the DIR function into one of your programs		
DEBUG	debug	BASIC	debugging aid to merge into a program	16K BAS	basenter
IREF	HUMAN	BASIC	builds variable cross-reference	16K BAS	basload
			this analyzes a basic program to tell you which lines are referencing any given variable. the program		
			to be analyzed must first be LISTed to disk (as opposed to the normal SAVE)		
BCURRY	pgmng	BASIC	a sprightly scurrying sound effect	16K BAS	basload
COLOR.WAL	pgmng	BASIC	displays color wheel for your viewing	16K BAS	basload

DISK volume 039 GRAPHIC/SOUND 005					
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
039 CDDRAW	playfld	BASIC	a drawing utility	16K BAS	basload
EXTRAHS		BASIC	a translation utility	16K BAS	basload
PLAYRUTL	player/n	BASIC	player missile design aid	16K BAS	basload
			makes it easy to design and save a player/missile object shape for use in your own BASIC programs.		
INSTRUCT.TXT	player/n	text	instructions for PLAYRUTL	n/a	n/a copy to E1 or P1
ANIMATIN	playfld	BASIC	DEMO - a super 3-D moving surface	32K BAS	basload
			one of the best show-off demos I've seen for the Atari. Kind of like watching a flying carpet in action.		
			a surface is drawn in rapidly varying perspective (you specify how many lines make it up) so it appears		
			to be flying around in space. Try running this under BASIC II or better yet, compile it for even faster		
			synoptic motion.		
SLATE	playfld	BASIC	a title page with timed countdown	16K BAS	basload
INASTREE.OBJ	playfld	al	DEMO - a decorated tree in snowstore	16K	basload
			another best show-off demo. the tree blinks while music plays and snow falls from the sky. all these		
			tricks are done via background interrupts.		
CHARLOAD	character	BASIC	character set (font) loader utility	16K BAS	basload
SUPERFNT	character	BASIC	build your own custom character font	16K BAS	basload
			use this utility along with CHARLOAD to easily add special lettering or animated shapes to your BASIC		
			programming		
SOUNDUTL.LST	sound	BASIC	an enterable library of sound effects	16K BAS	basEnter
			contains basic code for bell, alarm, whistle, siren sounds		
SOUND	sound	BASIC	DEMO - a runnable version of above	16K BAS	basload
CLIPPING	playfld	BASIC	allows 'window' graphics	16K BAS	basload
			using this, you define a portion of the screen as a window. In line graphics, instead of wrapping around		
			when a line is too long, it is neatly clipped at the window edge - automatically		
SCR19.A01	playfld	al	DEMO - scrolling screen	16K	basload
LOGO1	player/n	BASIC	the Atari logo on a rainbow field	16K BAS	basload
YTILE	playfld	BASIC	animated title with gr. 7 demo	16K BAS	basload
			obviously, this demo is from the HOUSTON ACE club. But we like it too.		
LOCOMOTV	playfld	BASIC	DEMO - an animated train (in blue)	16K BAS	basload
TRATN	playfld	BASIC	DEMO - same as LOCOMOTV, but in red	16K BAS	basload

		DISK volume 040		GAMES 013	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
040 KNTHTY	adven	BASIC	find princess in puzzling castle	32K BAS	baseload
			this is a graphic puzzle in a castle with many doors		
040 BLANDER	adven	BASIC	try to soft-land on the moon	16K BAS	baseload
040 REFLECT	arcade	BASIC	deflect ball to knock out targets	16K BAS	baseload
			use the \ and / keys as controls		
040 ONEONE	arcade	BASIC	a two-player version of BREAKOUT	16K BAS	baseload
040 CARACE	arcade	BASIC	racing game using paddle controllers	16K BAS	baseload
040 TRENCH	arcade	BASIC	attack the Death Star thru the trench	32K BAS	baseload
			fast action, maneuver to avoid laser beams that zero in on you if you stay in one position too long. when you get close, indicators will show your drift to right or left of target. correct your aim. when prompt says time to shoot, press fire and pull back on stick to climb out of trench. time it right and you'll survive.		
040 SPBODGE	arcade	BASIC	space ship must avoid TRITON mines	16K BAS	baseload
040 AIRPLANE	arcade	BASIC	fly an airplane using paddles	16K BAS	baseload
040 CONVOY	adven	BASIC	the Murnansk run in WWII	48K BAS	baseload
			first arrange your convoy formation, selecting which ships carry which cargo. then steer convoy along strategic route while Axis planes and subs look for you. if plane spots you, try to get it with AA. if sub, sonar will pick it up. try to merge your blip on to U-boat. if successful, you get a shot at it with an asbcan. your score is based on how much of your convoy gets thru.		
040 CHECKERS	graphic	BASIC	two-PLAYER game of checkers	32K BAS	baseload

DISK volume 041		games 013			
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
041 BREAKLOCK	adven	BASIC	1965 JACB ADVENTURE CONTEST WINNER	16K BAS	autoruns
<p>Victorian London. Curling fog shrouds quiet streets, punctuated by the occasional clatter of horses hooves on cobblestone pavements. Inside the famous rooms at 221B Baker Street, Holmes works intently over a scrap of paper, a note from Watson. A fake Watson abducted! Seizing deerstalker and cape from the hall rack, Holmes dashes down the stairs to the street, signalling for a Hanson cab. No time to lose; the signs point to his archrival, Moriarity. But where? and why? Can deduction and the one slim clue succeed in a rescue? The game's about. Make no mistakes... you are Holmes, and Moriarity is waiting... In this engrossing scenario, JACB member GEORGE SCHULI has created an original text adventure, replete with twists, turns, intricacy and sound effects. This is an application of the adventure-writing package on JACB volume 4, but instead of the usual dungeon, George presents you with all the flavor and setting of period London and the Baker Street literature. Can you solve this mystery? You'll have fun trying!</p>					

		DISK volume 042		MUSIC 004		
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD	
042 PPDENO	sound	el	POKEY PLAYER MUSIC SYSTEM DEMO	48K BAS	baseload	
			this is the famous POKEY PLAYER, a music/sound system which resides under BASIC, but takes control of the POKEY sound processor under interrupt, so that music and sound effects can be played while your program is doing something else. This allows arcade games to be accompanied by tunes, etc without halting or slowing any of the onscreen action. run PPDENO to get an idea of the capabilities. This disk also include full documentation and the needed utilities to build your own sound files. ... and, if you don't want to, there are 40 - count 'em - 40 already prepared tunes for pokey included on the disk.			
INFO	sound	BASIC	run this to see documentation	48K BAS	baseload	
EDITOR	sound	BASIC	run this to build your own files	48K BAS	baseload	
DPLAYER	sound	el	this is the player module	48K BAS	see documentation	
.. and 40 song files included						

		DISK volume 043 HOME/BUSINESS 003			
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
043 MICRODOS.DOSJ	HUMAN	el	a handier replacement for DOS	16K BAS	dosload
			are you annoyed at the delay caused by having to exit BASIC (and your program) in order to perform disk functions? here is the answer. after loading MICRODOS.DOSJ, you can type DOS and immediately get a short menu of commonly needed functions instead of having to load all of DOS. after doing your thing, you can either jump back into basic or decide to exit to the full dos. functions supported include formatting. this is el, not BASIC, so it sits there quietly until you need it, and does not get in the way of your programming. if you rename the file as AUTORUN.SYS, it will load automatically when you turn on your system.		
AUTOMAIN	HUMAN	BASIC	a reminder system for car maintenance	16K BAS	basload
			this is a full, well engineered application package to take care of scheduling and recording the maintenance work that your automobile is recommended to have. given mileage, the program will look up and print a list of the maintenance items that should be attended to, such as alignment, lubes, fluid checks, brakes, etc. the package also allows recording all work that has been done to date. this is a least effort way to be sure that your car gets the consistent servicing that it needs.		
CHECK	HUMAN	BASIC	a checkbook reconciliation system	16K BAS	basload
			now its your computer against the bank's computer. a nicely done aid to balancing monthly transactions. statistics BASIC statistical analysis package	16K BAS	basload
STAT			also on volume 28, but repeated here because of business usefulness. you enter a series of numbers. the program computes and displays basic statistics about the series: total of all values; mean; median; stddev; frequency; and cum'l frequency. refer to vol 28 description for quick changes to allow the program to take data from a saved disk file as well as from keyed-in data.		
CALC		BASIC	spreadsheet calculator package	32K BAS	basload
			not exactly like visicalc, but allows you to do much of the same job. memory is set up as a row/column matrix that acts as a spreadsheet (a scratchpad columnar tabulation worksheet). you can freely enter data by row, or by column. the package allows rowwise or columnwise arithmetic including totalling, averages and percentages. the program is easy to use, and best of all, (unlike visicalc), it's in BASIC. so, if you want to, you can change it or add fancier calculation options to suit yourself.		
CALENDAR	HUMAN	BASIC	prints a daily calendar for any month	16K BAS	basload
			input the month and year and you'll get a neat calendar for that month on your printer.		

		DISK volume 044		GAMES 015	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRE'S	HOW TO LOAD
044 TINYTRLS	arcade	BASIC	race car game	16K DAS	basload
BARTS	arcade	BASIC	video dart game with varying gravity	16K DAS	basload
FASTBOMB	arcade	BASIC	an anti-missile game	16K DAS	basload
CHECKERS	simul	BASIC	play checkers against the computer	16K DAS	basload
TESTMENU.FMT	this uses a redefined character set for the playing pieces. data n/a used by CHECKERS (char set Batofilo) n/a n/a				
SEABATTLE	graphic	BASIC	TWO-PLAYER BATTLESHIP vs. u-boat	16K DAS	basload
TICTAC	simul	BASIC	use joysticks to maneuver your ship and fire button to drop charges or fire torpedoes. play TIC-TAC-TOE against the computer	16K DAS	basload
BATTLESHIP	simul	BASIC	has a nice large graphic display the classic game of BATTLESHIP	16K DAS	basload
SPIDER	arcade	BASIC	attempt to find and sink the opposing fleet before it finds and sinks yours. the computer takes care of all the work so that no paper or pencils are needed. you are a fly. evade the nasty spider	16K DAS	basload
CORRECT.FMT	you must move up the screen in a series of jumps, while the computer spider tries to figure out and anticipate your moves to trap you. data n/a character set data for SPIDER game n/a n/a				
BULTYATR	simul	BASIC	play card game of BULTYATR	16K DAS	basload

		DISK volume 045		SPECIAL 003 - JACG programming contest 1983	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRE'S	HOW TO LOAD
045 MEMOPAD.BAS	HUMAN	BASIC	Executive Memo Pad by Sheldon Becker	16K DAS	basload/autorun
<p>Grand Prize Winner This ingenious system is a computerized appointments list, reminder system, or whatever you'd like to use it for. It has all the basic functions already there, yet is programmed simply and clearly enough that it is easy to understand, change, and enhance with custom features.</p> <p>You can enter a one line text entry keyed by a date stamp. (multi line entries are possible if you just enter a sequence of one-liners all with the same date stamp - they will be kept together for sorting and searching.</p> <p>Searching the file is done by menu choice - you can retrieve the entries for one particular date, a range of dates, or ALL entries. Items in the list are always kept in sorted sequence and are sorted automatically as entered so unlike database programs, you don't have to worry about this or do anything special to accomplish it.</p> <p>Other menu options are to delete obsolete entries and to save to or load from disk. And your printer is supported.</p> <p>It is easy to make this program handle a whole disk full of separate datafiles, if you like, or to make it work with cassette instead of disk. As supplied, one interesting feature is that the date key is really treated simply as a string key. This means that it doesn't HAVE to be a date - it can be anything that you want the entries arranged by. Perhaps magazine articles by topic, or your program library by topic or name.. Use your imagination.</p> <p>If you want a self booting disk, copy MEMOPAD.BAS, MEMO.DAT and MEMOPAD.SYS to an empty disk that you have formatted and written DOS onto. Rename MEMOPAD.SYS as AUTORUN.SYS. You now have only to insert the disk and turn on the computer to begin using MEMOPAD.</p>					

AFRICA	graphic	BASIC	AFRICAN SAFARI GAME	16K DAS	basload
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At last, an adventure game that is fast, fun, and colorful. And anyone can play. there is NO TYPING - you just twitch the joystick to move, (if that's the physical/mental state you've been reduced to by all those other games then this is for you). Good for a group since each round takes only 2-5 minutes and everyone can watch and kibitz.

The game comes up amid jungle drum sounds showing a playing board sprinkled with letters designating unexplored sites. The object is to find the lost city before the perils of the Dark Continent sap your resources. Your resources consist of STRENGTH, WATER, AMMO, and TREASURE. The terrain you pass through may include desert, plains, swamps, quicksand, you lose water points in the desert, strength in the swamps, etc. And your ammo gets used as you encounter lions, rhino, cobras, and other varied denizens. There are also oases, villages, and campsites that will replenish your points if you can but stumble across their locations. Clues exist if you can reach one or more of the letter-marked locations. These contain a priest, oracle, hermit, or prophet who will give you tips as to what one of the other sites contains. Thieves or bandits will not be so helpful if you happen across their sites.

JACGAIR	arcade	ML	JACG AIRMAN - a unique arcade game	16K	dosload
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Use the DOS L command or rename this as AUTORUN.SYS for automatic start. How many clubs have their own dedicated arcade game? Well, JACG does. The object, on a PAC-MAN like playing board, is to fly your plane over the targets, while avoiding contact with the searching missiles, AA guns, and enemy plane. You must do the screen before your fuel runs out. The targets include a bridge, a city, aircraft carrier and troopships, tanks, and trucks. As a special help, you can fly over the four letters J A C G to gain immunity against the enemy units that are otherwise fatal to you. Flying over the J protects you from the tan plane; the A against the red plane; C against the guns, and G against the missiles. NOTHING will protect you from the red missile, though. If you succeed, your fuel is replenished and the score continues to mount. This is a well-done, fast and intriguing game.

DISK volume 044 SPECIAL 004 - Little Kids' Favorite Games

Computers are fascinating to even the youngest kids, and they want to be included in the activity too. But what do you do when you can't yet read, and coordination isn't there to even hold and work a joystick? Why, you ask for your own games. And here they are - a collection of the all time favorites of the pre-school set. Ages 1-6.

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
046 KRISTENS	age 1-2	BASIC	first experience with keys, sound	16K BAS	basload
			this game was whipped together for my daughter when she wanted to reach out and bang on the computer keys. it remained a favorite for months. All it does is react to whatever the child does, in a satisfying way. All keys are active, including option, select and start, which vary background. Leaning on a key cycles through different colored characters, noisily. the joystick works too, to paint the screen. Space bar starts a clean screen. Half the fun is action-reaction, while the other half is hearing the sounds and seeing the color and shape changes. Expect to hold the child on your lap, and lead them to the keys that do different things. A couple of minutes attention span is about average at this age.		
DOGGIES	age 3-4	BASIC	move the barking doggies	16K BAS	basload
			this is really an adult puzzle, trying to reverse the positions of blue and yellow doggies in as few moves as possible. For the young kids, forget the puzzle, just making the dogs move is the attraction. For this you have to move the joystick side-to-side to get the marker bone under a doggie, then press fire to move the doggie to an adjacent or next-adjacent clear spot. see also this entry in volume two.		
CHICKEN	age 3+	BASIC	a chicken crossing a busy highway	16K BAS	basload
			move the chicken from top to bottom avoiding collisions with colorful cars. this is a great arcade game (see also description in volume 010) but its the easy control and action that attracts the younger kids.		
FROG	age 4-5	BASIC	steer frogs tongue to catch flies	16K BAS	basload
			use joystick to steer and fire to shoot out the big froggy tongue (see also entry in volume 025)		
JUMPJACK	age 4-6	BASIC	jump over obstacles	16K BAS	basload
			time the jumps and just press space bar to make the jumping jack leap over the obstacles.		
SAUCER	age 4-6	BASIC	a flying saucer game	16K BAS	basload
JUGGY	age 4-7	BASIC	make the juggler juggle and catch	16K BAS	basload
			you steer the jugglers arms. you may want to insert a little delay statement like FOR DLY=1 to 100:NEXT DLY at an appropriate place in the program to slow this down a little for the younger child.		
FRIEND	age 5-7	BASIC	3 games in a menu	16K BAS	basload
			the games of ROBOT, QUEST, and computer friend.		

DISK volume 047 SPECIAL 005 - PILOT PROGRAMS

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
047 CHILDREN	education	PILOT	two games for young readers	16K PILOT	pilotload/menu
			all of these programs require the ATARI PILOT Language cartridge		
			in the first game, the story of goldilocks is told, prompting for words and phrases as it goes. the storyline then works these in to create your own, hilarious variation. the second game is COLORS, in which you are given a color then asked to name things that are that color. answers are checked and the program seems to 'converse' with you, reacting reasonably to your different inputs.		
MATCH	education	PILOT	name attributes of various objects	16K PILOT	pilotload/menu
			again, pilot's answer-matching ability is used to make this program seem to 'talk' intelligently. you are asked for example, to name something that trees have, and various answers, if logical, are all okay, and elicit varying feedback. a dozen or so objects are discussed.		
TURTLE	art	PILOT	three drawing activities using turtle	16K PILOT	pilotload/menu
			these are interactive demos of a sort. the first creates a city out of individual house shapes, the second does line drawing to form patterns in a ballet. the third, and most fascinating, accepts input numbers to control drawing of radically variable curvy patterns based on cycloidal curve calculation.		
SLIDESHOW	art	PILOT	a slideshow of prepared screens	16K PILOT	pilotload/menu
			from a programming standpoint, this is useful in that it shows how, using PILOT, you can handle keyboard input and real time clock.		
MENU	human	PILOT	an automatic menu for any PILOT disk	16K PILOT	pilotload/menu
			done in PILOT, this is an equivalent to the JACB menu. you can move it to any of your pilot disks for easier select-and-run of your various programs.		
miscellaneous	school art		the remaining PILOT programs on this disk are sound and art projects		
			done by school classes. they include routines you can lift and include in your own projects, such as music (this is the way we wash our clothes. Mary had a little lamb), starburst, fill, and polka dot graphics, geometrical drawing, and several complete scenes: sunset, sailing, city night, red barn, and more.		

DISK volume 048 GAMES 017

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
048 FOOTBALL	simul	BASIC	computer football game	32K BAS	basload
			a full-blown two team football game with lots of plays to choose from		
BUNGION.ADV	adven	BASIC	a large adventure with all the frills	32K BAS	basload
BULDRUSH	arcade	BASIC	mine the gold, beware of falling rock	16K BAS	basload
			the graphics in this game are excellently done, and the action is fast		
WEREWOLF	adven	BASIC	you're all hairy! where's the cure?	16K BAS	basload
			in this unusual adventure, you wake up with an overriding urge to howl at the moon, and certain other antisocial attributes. the adventure is all about how you can find the antidote for your strange affliction... and by the way, you only have till dawn to do it!		

DISK volume 049 SPECIAL 006 - XL TRANSLATOR DISK ONE

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
049 TRANSLATOR1	HUMAN	nl	allows 600XL, 800XL to run as 400/800		boot the disk
			by booting this disk into your 600XL, 800XL, or ATARI 1200 you replace the XL operating system with a 400/800 operating system that is compatible with 95% of the commercial programs designed for the older Atari machines. This disk is supplied by ATARI support as a service for XL owners.		

DISK volume 050 SPECIAL 006 - XL TRANSLATOR DISK TWO

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
050 TRANSLATOR1	HUMAN	nl	allows 600XL, 800XL to run as 400/800		boot the disk
			by booting this disk into your 600XL, 800XL, or ATARI 1200, you can run the other 5% of commercial programs designed for the older Atari machines. This disk is supplied by ATARI support as a service for XL owners.		

DISK volume 051 GRAPHIC/SOUND 006

CONTAINING Bill Hough's PICSHOW and USASTRING programs as featured in the May 84 and Jun 84 JAGG Newsletter

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
051 PICSHOW.BAS	playfld	BASIC	cycling auto display of GR.7+ screens	48K BAS	basload
PICUTE.BAS	playfld	BASIC	using pre-prepared displays of graphics 7+ screens (four color high res Antic mode 14 graphics) this program allows you to set up an unattended cycling demo that shows each screen for a predetermined length of time, then goes on to the next. the screens can include text (using PICUTE program to superimpose your text announcements on top of the graphics pictures). exposure time may be set differently for each picture. a single density disk holds up to 11 full screens.	48K BAS	basload
PICPRINT.FIB	playfld	BASIC	compatible with MICROPAINTER graphics package screens or PICSHOW screens	48K BAS	basload
PICPRINT.CEN	playfld	BASIC	compatible with MICROPAINTER graphics package screens or PICSHOW screens	48K BAS	basload
ARTIST	playfld	data	DEMO picture for PICSHOW	n/a	via program
SKIER	playfld	data	DEMO picture for PICSHOW	n/a	via program
ELKROUND	playfld	data	DEMO picture for PICSHOW	n/a	via program
LIBERTY	playfld	data	DEMO picture for PICSHOW	n/a	via program
BLUETHRD	playfld	data	DEMO picture for PICSHOW	n/a	via program
USASTRING.LST	pgmng	BASIC	loads a file into BASIC string variable	16K BAS	basenter

creates a set of BASIC program statements that define and hold any binary file as a long basic string variable, rather than as poke or data statements. this is faster to execute or access and saves much memory over other methods of storing binary data such as a routines or character fonts within a basic program. see June 84 JAGG newsletter for full discussion of technique.

DISK volume 052 AMS MUSIC

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
052 AMSPLAY.BAS	MUSIC	BASIC	MUSIC PLAYER WITH PIANO DISPLAY		AUTORUNS
MUSIC FILES FOR AMS PLAY:					
Heat it		Benny Hill (Theme)	Best Time	Girls Just Want to Have Fun	
Jump		Nadia	SAY SAY		

DISK volume 053 AMS MUSIC Files

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
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053 MORE MUSIC FILES FOR AMS PLAY:

==== only for use with Volume 52 AMS PLAY program -- you need that disk ====

Thriller Bill J
Maniac Open Arms

Let it Be
Longer

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
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054 MORE MUSIC FILES FOR AMS PLAY:

==== only for use with Volume 52 AMS PLAY program -- you need that disk ====

America Down Under
Lead Band Proud Mary
Rhytha Southern Nights

Islands
Rhapsody in Blue

DISK volume 055 EDUCATION

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
055 MATHQUIZ.BAS	MATH	BASIC	MATH GAME		BASLOAD
MATHQUIZ.BAS	MATH	BASIC	Challenge child with addition, subtraction, multiplication. Vary the difficulty to suit level, also number of rounds per game and the percent of answers correct needed to advance to the next level.		BASLOAD
NORSE	DRILL	BASIC	LEARN NORSE CODE		BASLOAD
SPANISH	LANGUAGE	BASIC	LEARN SPANISH TRANSLATION		BASLOAD
SPELLSAM	DRILL	BAM	S.A.M. BASLOAD		BASLOAD
WORDSCRAM	ENGLISH	BASIC	UNSCRAMBLE WORDS		BASLOAD
READING	READING	BASIC	READING COMPREHENSION		BASLOAD
STATES.BAS	GEOGRAPHY	BASIC	LEARN STATE CAPITALS		BASLOAD
ABCTRAIN.BAS	READING	BASIC	LEARN ALPHABET		BASLOAD

DISK volume 056 BASIC GAMES

DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
056 BPPPLANE	GRAPHIC	BASIC	FLY PLANE THRU A MAZE		BASLOAD
MSLECHND.BAS	ARCADE	BASIC	BLAST FALLING ROCKETS		BASLOAD
WILDWEST.BAS	ARCADE	BASIC	CATCH FALLING BOMBS IN SOMBRERO	PADDLES	BASLOAD
BIFFDROP.BAS	ARCADE	BASIC	MULTY-ROOM ADVENTURE/ARCADE		BASLOAD
DIVER.BAS	GRAPHIC	BASIC	DIVE FOR TREASURE		BASLOAD
LIGHTDAY.BAS	ARCADE	BASIC	CATCH FALLING LIGHTBULBS	PADDLES	BASLOAD
LIGHTSAV.BAS	module	BASIC	used by LIGHTDAY.BAS	n/a	
WINER.BAS	ARCADE	BASIC	BET THE GOLD		BASLOAD

dig tunnels and pick up nuggets. Then take all the gold to the tunnel entrance and you go to the next

		DISK volume 057		UTILITIES	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
057 KOALAZHP	GRAPHIC	BASIC	CONVERT KOALAPAD COMPRESSED FILE	BASLOAD	
			convert saved KOALAPAD files to standard binary format (Micropainter format) for use with screen dup and other programs.		
MP2FMA	GRAPHIC	BASIC	CONVERT MICROPainter TO FUN WITH ART	BASLOAD	
MP2KOALA	GRAPHIC	BASIC	CONVERT MICROPainter TO KOALAPAD	BASLOAD	
			convert standard micropainter format files to format used by FUN WITH ART package.		
MICROPUZ		BASIC	convert standard micropainter format files back to compressed KOALAPAD format.	BASLOAD	
CARDFILE.BAS	FILEMG	BASIC	an information filing/retrieval pkg	BASLOAD	
DISKPRNT.BAS	DISK	BASIC	PRNTY LABELS FOR DISKETTES	BASLOAD	
MATYED11	GRAPHIC	BASIC	a MATYING or OVERLAY EDITOR	BASLOAD	
FILEPRNT.BAS	GRAPHIC	BASIC	Bank Street Writer File Print Program	BASLOAD	
ANIMATOR	PH/GRAPH	BASIC	CREATE ANIMATED PLAYER MISSILE FIGURES	BASLOAD	
			A complete editing package to design player missile figures. Commands: EDIT selects player; M-EDIT displays 1-3 players together; put arrow over player at center screen by pushing stick right, then press button to display it. White circle over player numbers indicate which are being displayed. WIDTH selects width. RESOL selects single/double line resolution; COLOR use keyboard, enter 0-255 and return; LUMIN selects brightness (only color byte value changes); COLOR(B) changes background 0-255; LUMIN(b) changes background 0-255; INVERT flips image; SCROLL moves in desired direction; INVERSE reverses color. ERASE deletes. LOAD/SAVE DATA moves all player data as a set to/from cassette; POKE DATA lets you poke in player data value 0-255, move stick to exit this mode. MARCOPY prints player data as table. UNINITE moves all 3 players, move stick; RIGHT to exit, left to reorder sequence, DOWN to slow it, UP to speed up; when players overlap (0 and 1 only) press option key to generate third color for overlap region, to cancel any keyboard command, move stick instead of pressing return.		
CONTEXT	MP	BASIC	CONVERT LETTER PERFECT FILES	BASLOAD	
SETUPPR.BAS	MP	BASIC	convert documents saved in LK LETTER PERFECT format to normal Atari DOS.	BASLOAD	
TRACE.UTL	BASIC	BASIC	EPSON MI-80 SETUP for VISICALC	BASLOAD	
			sets up printer modes for easiest compatibility with VISICALC program.		
			BASIC TRACE EXECUTION OF BASIC PROGRAM	BASLOAD	
			Add this in and see your BASIC program step through its logic, so you can find the bugs and fix them more easily.		

		DISK volume 058		UTILITIES	
DISK FILENAME	CLASSIF	LANG	WHAT IT DOES	REQUIRES	HOW TO LOAD
058 AUTOM.ACT	IPER	ACTION	AUTOMATA	ACTION	
			Written in the fast ACTION compiler language, this interesting and different experimental application explores a graphic phenomenon similar to the algorithm-driven computer game of LIFE. But this generates pattern of bacteria-like growth. Try different inputs and watch the evolution of succeeding generations of the microcosm you create. Compare the speed of ACTION to the same program in BASIC		
AUTOM.BAS	IPER	BASIC	AUTOMATA	BASLOAD	
AUTOM.DOC	DOC	data	write-up for AUTOMATA programs		
AUTOM.TXT	DOC	copy this to E: or P: to view it	data write-up for AUTOMATA programs		
SCRNLOAD.BAS	GRAPHIC	BASIC	LOAD a GRAPHIC SCREEN	BASLOAD	
SCRNMAKE.BAS	GRAPHIC	BASIC	SAVE a GRAPHIC SCREEN	BASLOAD	
EXTDOSDY.BAS	DOS	BASIC			
KOALACUR.BAS	MENU	CREATE/UP	PROGRAM	BASLOAD	
YINYTEXT.LST	MP	BASIC	PRIMITIVE WORD PROCESSOR	BASENTER	
YINYTEXT.DOC	DOC	data	documentation for YINYTEXT	copy to E:	
YINHELP.TTY	DOC	data	documentation for YINYTEXT	copy to E:	
FILECOPY	DISK	BASIC	FAST DISK COPY PROGRAM	BASLOAD	

- 59 - Graphics - 4 Demos, ROBOT, SPACESHIP, BALLSONG, & PASSION
- 60 - REPAIR STATION - Allows you to recover basic programs that have been otherwise damaged or will not list.
- 61 - Graphics - 4 Demos, Bird flying, Fadeaway = Starwars effect in Action Language, Jane= Dropping Balls & sound (excellent for 3-4 yr olds), Stereo=use of tv and computer sounds very interesting
- 62 - DOS 2.5 - Utilities including RAMDISK, SETUP, COPY32, DISKFIX
- 63 - Analog # 20 - 3 Games (Clue, Buzzzap, Bacterion)+ utility AlterDOS
- 64 - Analog # 21 - Game (Avalanch) + 2 utilities
- 65 - Analog # 22 - 2 Games (Air Attack+ Money Hungry) + 4 educ pgms
- 66 - Analog # 23 - 1 Game (Climber) + Basic compiler
- 67 - Analog # 24 - 2 Games (Bobotron + Race in Space) + utilities
- 68 - Analog # 25 - 3 Games (Racer, etc) + Comp educ. programs
- 69 - Analog # 26 - 2 Games (Popcorn, Robraid) + graphic demo pgms
- 70 - Analog # 28 - 2 Games (Bird +Twogun) + 4 utilities
- 71 - Analog # 29 - 1 Game (Dragon Lord) + 5 Utilities
- 72 - Analog # 30 - 2 Games (Burger + Bombers) + 3 Util Graphic Demos
- 73 - Analog # 31 - 2 Games (Lazer Typing Tutor, Lunar Lander)+Utilities
- 74 - Analog # 32 - 2 Games (Cosmic + Reverse) + Utilites
- 75 - Analog # 34 - 1 Game (Elevator) + 3 FUN Educational programs
- 76 - Print Shop Pictures - 1
- 77 - Utilities = RAMDISK + Print Shop convert to DOS file utility
- 78 - Utility - AMODEM 7.1 Communication pgm, Document. on disk
- 79 - Utility - DISKTOOL: to Look at and Revise Disk Sector Data.
- 80 - Print Shop Pictures - 2

**Vol 81 - Print Shop Utilities #1 Alphabetize, List, Rename, Print,
Display Pictures. Documentation file included.**

**Vol 82 - Print Shop Utilities #2 Converts Graphics formats between
Koala Pics, MicroPainter, PrintShop, MovieMaker, etc.**

**Vol 83 - ANALOG #39 - 2 sided disk with DOS and MENU included
PONG Game, ML Debug, Caps Toggle, Program Helper, & more.**

**Vol 84 - ANALOG #40 - 2 sided disk with DOS and MENU included
CLASH OF THE KINGS game, VisiPlot, Micro Mailing List, Slide
show and more.**

**Vol 85 - ANALOG #41 - Adventure Program, Treasures of Barboz,
Dungeon and Dragon Character Generator, and more.**

**Vol 86 - Magazine Article Index - Jan 82 thru July 83 for ACE
newsletter, ANALOG Mag, ANTIC Mag, Creative Computing
(CRC) Mag, and Compute Mag (CMP).**

Vol 87 - Magazine Article Index - August 83 thru Dec 84 for same Mags

Vol 88 - Print Shop # 3 - 120 more great pictures

Vol 89 - Utilities : MiniDos - Access DOS from Basic
WEDGE - Add commands to BASIC
Vartable - list all variables used in BASIC program
COMPARE - file matching
RENUMBER renumber for BASIC
PEEKRAM - Memory inspection
HEXPOKE - data entry aid
PEEK764 - see keyboard values
MASHER - compress program size
HREF - Cross reference BASIC
TRACE - Trace execution
DSASMBL - disassemble mach language code
ERRSUB - readable error messages

Vol 90 Turbo BASIC and MACH DOS
A machine language extension to add commands
and speed up AtariBASIC

Vol 91 Turbo BASIC Fractal Compiler - Requires vol 90
includes some commands in GERMAN
Copy TURBOUSA to Printer for Documentation

Vol 92 - GAMES and GRAPHICS

MagicPencil - Drawing Package

STARGUNNER - Mach Language Arcade Game

FLITTERBUG - Mach Language Arcade Game

BlackJack - Card Game

Cartoon plus several DOC files